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Fighting Force
PlayStation



Quake
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GAMING MAGAZINE

issue
107

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Mythologies:
Sub-Zero
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Page 76.



88 SWATPro Strategy Section

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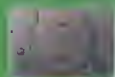


Mortal Kombat Kodes! Page 76.



Pandemonium! Page 74.

ProReviews



PlayStation
72



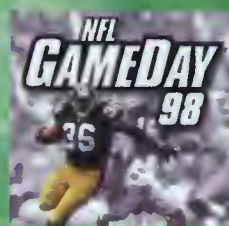
Saturn
74



Super NES
76



Genesis
76



Sports Pages
78

Page 80.

Role-Player's
Realm
86



Game Finder (Reviews & Previews)

Ace Combat 2..... 42	International SuperStar Soccer 64..... 78	Pax Imperia: Eminent Domain..... 70
All-Star Baseball '97	Jersey Devil..... 62	Poy Poy..... 72
Featuring Frank Thomas (PSX)..... 79	Lamborghini 64..... 58	Quake..... 41
All-Star Baseball '97	Lethal Enforcers I & II..... 72	Quake 2..... 65
Featuring Frank Thomas (Saturn)..... 79	Major League Soccer..... 85	Resident Evil..... 40
Apocalypse..... 48	Mortal Kombat	Samurai Shodown RPG..... 87
Armored Core..... 60	Mythologies: Sub-Zero..... 32	Shadow Master..... 62
CART World Series '98..... 82	Mortal Kombat (Genesis)..... 76	Shadow Warrior..... 66
Clayfighter Extreme..... 61	Mortal Kombat (SNES)..... 76	Shining the Holy Ark..... 87
Clock Tower..... 56	Mortal Kombat 3 (SNES)..... 77	Sonic Jam..... 61
Cool Boarders 2..... 84	Mortal Kombat 4..... 30	Star Trek Generations..... 65
Courier Crisis..... 60	Mortal Kombat II (Genesis)..... 76	Test Drive 4: The Challenge..... 58
Croc..... 52	Mortal Kombat II (SNES)..... 76	Time Crisis..... 54
Dark Earth..... 71	NCAA Football '98..... 83	TNN MotorSports HardCore 2..... 62
Extreme Assault..... 64	NFL GameDay '98..... 80	Tomb Raider 2..... 59
Extreme Tactics..... 70	NHL Face Off '98..... 81	Top Gear Rally..... 44
F1 Pole Position 64..... 85	NHL Powerplay '98..... 84	Total Annihilation..... 68
Fallout..... 71	Namco Museum Volume 4..... 72	Ultimate Mortal Kombat 3 (Genesis)..... 77
Felony 11-79..... 56	One..... 50	Warcraft II: The Dark Saga..... 54
Fighting Force..... 46	Overboard..... 59	World Series Baseball '98..... 83
Final Fantasy VII..... 86	Pandemonium!..... 74	Yuke Yuke!! Troublemakers..... 36
Heavy Gear..... 70		



Resident Evil! (Saturn) Page 40.

Departments

16 Head-2-Head: Letter
from the GamePros

16 The Mail



Scary Larry goes postal!
Page 16.

18 Buyers Beware
The consumer's hotline!

20 ProNews
Sega and Bandai:
Merger Melttdown.

22 NetPro
Web sites your parents don't
want you to visit!

26 The Cutting Edge
ICTV makes online gaming
easy.

36 Overseas Prospects
Look out for Troublemakers!!

40 Sneak Previews
Resident Evil, Quake, Ace
Combat 2, and more!

64 **GAMEPRO**
Extreme Assault, Quake 2,
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Shadow Warrior! Page 66.

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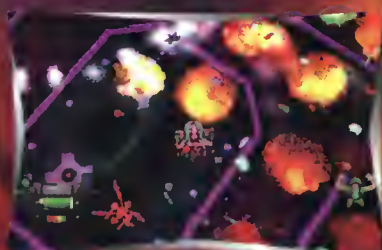
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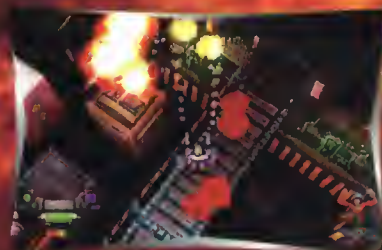
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HEAD 2 HEAD

LETTER FROM THE GAMEPROS

GAMEPRO READERS SPEAK OUT

After tracking down a ton of new games for the advanced peek at the Electronic Entertainment Expo last issue (see "E3 Unleashed!," July), our advice to those of you who don't already own a new video game system is: Get one...or two!

Mortal Kombat Mythologies: Sub-Zero, Spawn: The Eternal, Fighting Force, One, and Sonic Jam are just a few of the hot games ready to rumble in upcoming months. Combine that with falling console prices and it almost makes buying a next-gen system a no-brainer. The Nintendo 64 and the Sony PlayStation are selling hot and heavy for \$149.99, a serious bargain for cost-conscious gamers. In fact, both companies have ramped up the production of their game systems to meet worldwide demand: Sony's pumping out 1.5 million PlayStations a month, and Nintendo's N64 work force has nearly one mill a month flowing out the doors. PlayStations in America number about 4 million and the N64 is estimated at about 2.5 million in America.

The Saturn? Quincy Wilson is right on it when he questions the after-the-fact me-too nature of the Saturn's price "drop" to

PAY THE PRICE!

\$149.99. With 1.7 million Saturn units out there, Sega sits at number three, seemingly content. But what's really wrong with that? And with a history of venturing into new tech-

nology (the first to release 16- and 32-bit systems), a 64-bit announcement could be lurking in Sega's future.

Clark Bishop, however, has his eyes on the real bargain bonanza games! Overshadowed in all the hubbub about Sony hardware pricing was the consumer-friendly announcement that Sony had also dropped the prices of its PSX games to \$49 for new CDs and \$29.99 for classic games. This should definitely give consumers something to think about when deciding on which new system to purchase.

It's beginning to look a lot like Christmas this summer, at least for video gamers. And speaking of Christmas: Don't be surprised to see yet another hardware price drop this Fall!

The GamePros

comments.gamepro@gamepro.com
San Mateo, CA



Goin' Postal!



Guess what, boys and ghouls? The man with the plan, the ghoul with all the cool, the freak with the retro-afro peak is going to answer the mail from now on. So if you have a pen and paper (or email), Scary's got himself a brand new (mail) bag! P.S.: I love it when you call me "big poppa."

NO SENATORS, SON

But did you inhale?



I'm sick and tired of all these big-headed senators, congressmen, and parental groups and their problems with video game violence. I think they just have a problem with the booming brisk business that video game sales have. They should be aware of a little something called the First Amendment, which allows people to do what they want if it's not harming anyone. What right do they have to punish us because a few people take the violence to heart? They shouldn't tell us what games to play if they're not playing them. If

kids out there are looking for a leader to take on these fools, then I'm the kid for the job. Together we can give these people the reality check they deserve, and earn the right to play what we want. United, no one will be able to stop us.

Walter Fisher III
President of the NMVGRC
(No More Video Game Restrictions Club)
Wilmington, MA

Are you done? Geez! Now one more time...are you Pinky or the Brain? Seriously, Walter (or should I refer to you as Mr. President?), you bring up a lot of good points, not the least of

which is the little thing called the First Amendment. But what most watchdog groups are doing in the fight against video game violence is protecting much younger children from being exposed to the harsh nature of some games. Not like you'd see the same stuff on TV or anything.

Besides, some people need a scapegoat to blame for problems, usually to mask a bad job of parenting. A parent who talks to their child about video game violence is certainly getting the point across much better than a parent who bars video games from a household.

P.S.: There's a militia group somewhere with your name on it, Walter.

OVERSEAS BLUES



First of all, I think your magazine's the best, even in Europe (I live in Belgium). My problem is this: Why do all the games premiere in Japan, then hit the U.S., and then after six months or so, finally hit Europe? Killer Instinct Gold still hasn't arrived in Belgium. What's up Nintendo?

Sam Wynants
Libbe, Belgium

First off, Sam, great work on the waffles. Send me some when you get a chance. Secondly, game distribution has to do with two things—money and location. A game like Killer Instinct Gold will sell hun-

dreds of thousands of copies in Japan, so it's released there first. Why Japan? Because there is a high concentration of hardcore gamers with lots of cash. Ditto on the U.S. market. Belgium? Probably really good gamers, but not as many N64 units sold there. You might consider trying mail order. You may be able to score an American or a Japanese version more quickly.

SAVVY SHOPPING

I just have two things to ask you: Why did Sega take sooo long to drop the price of the Saturn to \$149.99, and are y'all gonna have a strategy guide for Mega Man 8 for the PlayStation?

Quincy "Jones" Wilson
Houston, TX

Hooooeeey! First things first, pardner. Sega felt they were givin' the thing away with their great Buy-A-Saturn-Get-3-Games deal for \$199.99. But you're right, money talks and the bull walks. Pulling the trigger on a \$50 price reduction sooner would have helped them turn the PlayStation/Nintendo 64 stampede. As for Mega Man 8, we just did a dang mini-strategy guide in Juuuu-ly.

For the past year I have been the proud owner of a PlayStation. Recently I considered purchasing a Nintendo 64, but I noticed that their games are priced in the \$75–\$85 range! Even more ludicrous was Donkey Kong Country 3 for the Super NES, which was \$70! Brand-new PlayStation games are priced in the \$40–\$60 range. I'm glad to see that Sony and Sega aren't pricing their games high.

Clark Bishop
Englewood, CO

Sony and Sega games would be priced that expensively if they were cartridge-based. CD

games are cheaper to produce (about \$3 per CD, as opposed to \$28 per N64 cartridge), but with cartridge games, there is no access time, speedier gameplay, and little wear and tear on the game. Rub sandpaper over an N64 cartridge and you get a rough-edged cart. Do the same to a PlayStation game, and you'll have yourself a \$40 coaster.

ART FOR ART'S SAKE

In your May issue, Victor Watts drew Sarah of Virtua Fighter 3 (see "Art Attack"). Well actually, he *redrew* Caitlin Fairchild of Gen13. The day I got my *GamePro*, I also got a comic book magazine that showed the exact same picture, but in different colors (and a different t-shirt). Think about it: This kid tried to cheat to get publicly rewarded. Next time, ask for original drawings.

P.S.: I've enclosed the proof.

Aris Dumbrys
Chicago, IL



Wow, Aris...the truth is out there! The problem is, both pictures are very cool, and

now that I have two curvaceous women on my letter pile, I'm twice as happy. And we do ask for original art. The artist drew Sarah from VF3, in Caitlin's pose, with a VF3 shirt. It's his interpretation, so it's original.

P.S.: Think about a career as an IRS auditor.

I just bought Mario Kart 64, and while playing the Lava Stage, I went off the course and crashed. Suddenly, a naked picture of Jenny McCarthy appeared on the screen, at which point my mom walked in. She saw the screen, then threw the game away! I saved my money for two months to buy the game and now I don't have either! What am I going to do?

Emile Hirsch
Topanga, CA

Get therapy, you sick, sick little monkey.

NOBODY'S PERFEKT

The preview of Blood in the June issue (see "PC GamePro") stated that we hope 3D Realms would fix some of the game's targeting problems in later revs, but there's no reason why they should—since they're not the game's developers. Oops! We should have put Monolith Productions to that task. *GamePro* regrets the error.

Whaddaya Think?

This is your magazine, so tell us what you'd like to see in it. Send your suggestions to:

GamePro Magazine
Dear Editor
P.O. Box 5828
San Mateo, CA 94402

E-mail us your comments through America Online at **Keyword: GamePro** or at this Internet address: **comments.gamepro@gamepro.com**

BUYERS BEWARE



By The Watch Dog

Two hours of fetching a stick here at Summer Obedience School just doesn't cut it for me! Oh well, I guess it beats roaming around from hydrant to hydrant in the hot summer sun all day. Before my next class starts, here are answers to some baffled consumers.

Q: I just bought a memory card made by Sony to use when I play NBA Live '97. Every time I get off to a great start in the Season mode, I go to load the game, and it says "Season Corrupted, Can Not Be Loaded." This happened to me about five times. What's going on and how can I continue my season?

Jerry D'Erasmio
Bronx, NY



Too many trades can lead to too many fouls! Watch it!

A: **An Electronic Arts Customer Service Rep answers:** "Make sure you aren't trading players extensively from roster to roster because it takes up a lot of memory that the game was not designed for. You may also want to try taking out your memory card before you turn your PlayStation on and off. Meaning, take the memory card out right before you turn the console off, and put the memory card in after you turn the console on. Leaving the memory card in the PlayStation while turning the power on and off exposes the card to power surges, which could ruin whatever games you have saved."

Q: Are there any gun controllers coming out for the Nintendo 64?

Brandon Niskala
Waukegan, IL



A: **The Watch Dog replies:** There are currently two N64 gun controllers already packed and ready to ship, both from InterAct. One even has force feedback that enables you to actually feel the gun jolt as you fire it at the screen. Unfortunately, the guns won't be released until games are made that can take advantage of them. There are currently no N64 gun games scheduled for release.

Q: Ever since your September '96 issue, InterAct has advertised in the back of the magazine that a Nintendo 64 Game Shark would be "coming soon." I have looked in a lot of stores and have never seen or heard of this. Is InterAct really making an N64 Game Shark, and if so, when will it appear on shelves?

Matt Fischer-Colbrie
Cupertino, CA



Trying to catch a shark?

A: **According to Michael Rothman, VP of Marketing at InterAct:** "The Game Shark for the Nintendo 64 will be released in late August."

Q: My RF unit broke on my Sega Genesis. After purchasing a new one, I found that it wouldn't fit. I noticed that the piece that goes into the system was metal, not plastic, like my broken one. I asked the store about it, and they said I have an older model Genesis that they don't have RF units for. Where can I find one that fits?

Jeff Black
Rancho Palos Verdes, CA



Wanted: RF cable

A: **The Watch Dog replies:** You can call Sega of America's Sales Department at 888-734-2725 and purchase a replacement RF unit for \$10. You can also have your RF unit fixed for the same price by calling 800-872-7342 and requesting a service repair.

A: **GamePro**, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. If you have a complaint about a product, write to:

GamePro's Buyers Beware
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San Mateo, CA 94402

E-mail us your comments through America Online at
Keyword: GamePro or at this Internet address:
buyers_beware.gamepro@gamepro.com

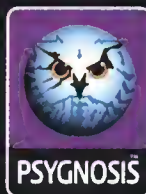
WHEN YOU
DRIVE A TRUCK THIS
FRIGGIN' BIG,
YOU DON'T RUN
FROM TROUBLE.
YOU RUN OVER IT.



THUNDER TRUCK Rally

A gear-grinding joyride
from the makers of
Destruction Derby 1 & 2.

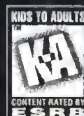
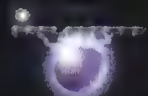
Strap yourself in pal, because Thunder Truck Rally is putting you in the driver's seat of destruction. When you get behind the wheel of a two-ton, nitro-burning, sedan-eating, four-story 4x4 steel beast, the result is high-octane excitement. Pound asphalt, dirt and the competition into submission in several monster vehicles. And with life-like 4WD suspension, 360° range of motion and killer 3D landscapes, kicking-ass will look kick-ass. Ravage roads. Trample trouble. Send family wagons to meet their maker. Get Thunder Truck Rally, and get ready to shred.



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www.psygnosis.com



PRONNEWS

August 1997

No Merger for Sega and Bandai; Bandai President to Step Down

With only one day left before approving the deal, **Sega** and **Bandai** have called off their planned merger. According to analysts, recent problems for the two companies were a big factor in the cancellation of the merger. These included Sega's slow **Saturn** sales and Bandai's halting production of the **Pippin Atmark**, a multimedia unit that uses technology based on a version of Apple's Macintosh operating system and enables users to access the Internet and other personal computer systems through a TV set. However, Bandai's **Tamagotchi** (a handheld "virtual pet") is a success and has sold 5 million units since its debut in November.



Sega would not give a reason for the merger's cancellation, but according to Mikio Ishigami, Bandai's marketing director, Bandai's employees were "extremely nervous" about the deal. Analysts reported that profits from the merger would be "modest" for their first joint earnings report. As a result, Bandai President Makoto Yamashina has announced he will step down and take full responsibility for the failed merger.

For gamers, the scrapped deal means no melding of Sega's high-profile arcade and home games with Bandai's toy products.



Nintendo of Japan Delays 64DD's Release

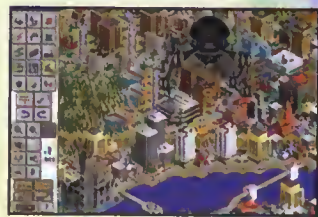
In late May, **Nintendo of Japan** announced that the **64DD**, a custom-made CD drive add-on to the **Nintendo 64** (see "The 64DD Gets Real," March), would not be released in Japan until March 1998. The only reason cited by NOJ was a "delay" in developing the discs and the disc drive. The 64DD was originally slotted for a late '97 release.

While Nintendo of America had no official comment on the delay, it's likely that the 64DD won't appear in the U.S. until the summer or fall of '98 as Nintendo generally releases its products in Japan well before the U.S. Industry sources suggested that the delay wouldn't hold up the release of **Zelda 64**—the game will appear as a cart first, followed later by a 64DD add-on—and hinted that NOJ may have decided to wait on releasing the hardware until more 64DD games are ready.



No 64DD 'til next year....

Nintendo in SimCity?



While nothing official had been announced at press time, industry sources report that **Maxis** and **Nintendo** cut a deal to create a **SimCity** game for the **Nintendo 64**. Apparently, Nintendo bought the rights to the game from Maxis, and will publish it under the Nintendo label. **Shigeru Miyamoto**, renowned creator of **Super Mario 64** and other top Nintendo hits, will reportedly head up the project.

Saturn Drops to \$149.99



Following the trend set by Nintendo and Sony, Sega lowered the price of the Saturn to \$149.99 as part of a new hardware pricing structure. The price drop came only days after Sega ended its "Three Free" and "Buy Two Get One Free" game deals. Other announced pricing changes:

- Sega Saturn with Game: \$169.99 (\$60 reduction)
- Sega Saturn NetLink Solution Pack: \$249.99 (\$200 reduction)
- Sega Saturn NetLink: \$99.99 (\$100 reduction)
- Sega Genesis: \$79.99 (\$20 reduction)

Sega also reduced pricing on more than 30 Saturn games into the range of \$19.99 to \$39.99 and announced that suggested retail pricing for new Saturn games in 1997 will not exceed \$49.99.

While the price reductions obviously give gamers more for their gaming dollar, it remains to be seen if this move can pull Sega out of third place behind Nintendo and Sony. An estimated 1.7 million Saturn units have been sold in the U.S.

3DO's PlayStation Lineup

3DO recently announced four titles for the **PlayStation**. **High Heat Baseball**, a sports title, is due in March '98; **Battlesport II** is a futuristic sports game to be released through Acclaim; **Army Men**, an action/strategy game, is due to be released second quarter '98; and **Uprising**, a C&C-ish strategy title, is due spring '98.



Army Men marches to the PlayStation in '98.

3DO: M2 Lives



World Championship Racing for the M2

In May, Studio 3DO allowed the press a glimpse of the much-talked-about but little-seen M2 system's capabilities. While 3DO draped a blanket over the actual M2 system during the demo, the first M2 game, *World Championship Racing*, was playable. First impressions: WCR featured better and smoother graphics than those on the Nintendo 64, no

pixelization when close to objects, and no pop-up—even when the horizon was very far out. The CD load times were also very short. WCR has the PowerSports league license and five tracks, including Laguna Seca, Suzuka, and a New Orleans street course. Neither 3DO nor Matsushita would comment about a release date for the system. **G**

News Bits

Acclaim Lays Off 15 Percent of Its Staff

As part of a \$40 million cost-cutting measure, Acclaim has cut 115 jobs despite successful sales of *Turok: Dinosaur Hunter* for the Nintendo 64. The company will also be centralizing their operations into a single facility in Glen Cove, New York.



Turok: Not enough to save 115 jobs.

Activision Signs Quake 2

After securing the distribution rights to *Hexen II* and several *Quake* add-ons, Activision has now signed a deal with id Software to distribute *Quake 2* (see preview in "PC GamePro," this issue). Both companies are still mum about the game's release date, but they did reveal that id was ramping up the A.I. for all the monsters with the goal of adding more challenge to the combat.

Broderbund Launches Red Orb Entertainment



In an effort to broaden its reach in the game market, Broderbund Software, publisher of the mega-hit *Myst*, has launched Red Orb Entertainment. One of the first titles to come from the new division will be *Warlords III: Reign of Heroes*, which should be released this summer. Seven developers, including Cyan, Trilobyte, and Presto Studios, are creating titles for the division.

WEB

AOL

Hot News from GamePro Online

America Online users can now get daily game news updates. Use the keyword **GAMEPRO** to access GamePro Online, then head straight to the Hot News section to get the latest video game news. You can also read daily updates of news in the GamePro Online Web site at <http://www.gamepro.com>.

STEP INTO THE FUTURE OF ANIMATION



The HOT new 10 volume **STREET FIGHTER II V** series will provide you with hard hitting martial arts action. Never before aired on U.S. television. From the producers of last year's smash feature "Street Fighter II".

Each volume \$19.95 Dub - \$24.95 Sub



Mamoru Oshii's futuristic cyber-tech thriller has just won the 1997 World Animation Celebration Award for "Best Theatrical Film." **GHOST IN THE SHELL** will be the first anime title available on DVD THIS SUMMER! **DVD**

\$19.95 Dub - \$29.95 Sub - \$29.95 DVD



NINJA SCROLL will mesmerize you with its detailed artistry, extraordinary fight scenes and intense story line. This killer cult classic is what quality anime is all about.

\$19.95 Dub - \$24.95 Sub



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NETPRO

NetLink: The Saturn Savior?

Sega's launching a full-fledged online gaming arena in hopes that Saturn owners will give it a try.

By Scary Larry.com

If you're a conscientious gamer then you're probably aware that the Saturn is running third in the race behind the Nintendo 64 and the PlayStation. But Sega has a goal of carving out a bigger piece of the console pie, and it could be just a URL and a telephone cord away. Thanks to its NetLink peripheral, the Saturn is currently the only console system capable of playing multiplayer games over the Internet, as well as providing gamers with such online benefits as e-mail (see "The Cutting Edge," December 1996). And with a new lineup of games debuting shortly, the NetLink could become a hot seller (see "NetLink Games," below).

To make it possible for Saturn owners to get going online, Sega is using Mpath's Web Bullet as the NetLink's preferred Internet access provider (IAP). By purchasing the basic package (see sidebar "The Net Link Package"), Saturn gamers will be ready to hit the Internet running, and at a fraction of the cost of a home computer. This is exceptionally cool considering the rising popularity of gaming on the Net.

But there are some downsides to Sega's latest venture. At press time, only five games were slated for release, with no official plans to release any more. And with the exception of Saturn Bomberman (which supports up to 10 players), the games offer only two-player head-to-head competition; that means no multiplayer death matches in Duke. But with these five titles, gamers will get solid Sega software action, and that may make all the difference in the brutal online world.

Good luck, Sega.



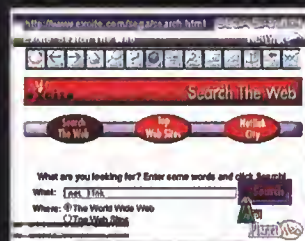
Sega's full-featured online gaming services will include email.



Sega's hoping that Saturn gamers will find a new home online with the NetLink.

EXTRA FEATURE
7
FORBIDDEN SITES

See the last page of NetPro



NetLink will enable you to surf the Net, too.

The NetLink Package

- 28.8 kbps modem: \$99.00
- Mpath's Web Bullet monthly fee: \$19.95
- HTML 2.0-compatible Web browser with chat capability
- Customizable player lobby
- Email
- Player search feature

Optional Hardware

- NetLink keyboard: \$24.99
- Saturn mouse: \$24.99
- PC keyboard adapter: \$19.99

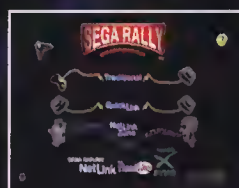
NetLink Games



Sega Rally Championship

With little slowdown and, amazingly enough, a lot of the clipping problems solved, Sega Rally seems like the perfect starter game for the multiplayer arena. Unfortunately, it's not as fast or as fun as the Ridge Racer series, and the game depends too much on power sliding, which can be daunting for first-time gamers.

Available July





Duke Nukem 3D NetLink Edition

Duke it out with this summer's hottest console corridor shooter. This version of Duke creates a quasi-death match experience by enabling you to gun down one other player in Duke's post-apocalyptic levels. This is sure to be Sega's biggest selling point for the NetLink, and it's a good one—compared to the four-player death match of Duke for the Nintendo 64, this battle's much more pleasing to the eye.

Available August



Virtual On NetLink Edition

Virtual On was made for double-screen action. While the original Saturn version suffered from an annoying split-screen perspective, this new NetLink version paints the whole view of the playing arena, which is crucial in this fast-paced robot fighting game. It's a lot of fun, but you could wind up 'Link fodder against an opponent who's really good at the game. Practice on the standard version before taking on this linked edition.

Available July



Daytona USA CCE NetLink Edition

With the same five tracks as the original Daytona CCE, this game is a must-have for Daytona fans. Unfortunately, only two players can link up, which leaves you with a lot of computer-controlled cars. This should've been opened up to more drivers, but the system couldn't handle it.

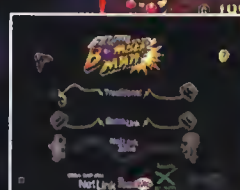
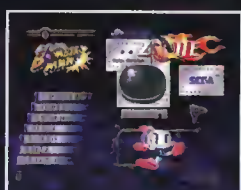
Available October



Saturn Bomberman

This is probably the greatest multiplayer game and one of the best action/strategy games to ever hit the market. Now up to ten players (with a six-player adapter) can get busy wit da' bombin. Along with nine playfields and tons of new extras (dinosaurs you can ride and the ability to verbally taunt your opponents), Sega also promises only 50 milliseconds of latency—which means you get the same frame rate as the stand-alone version! If that's true, then this game alone is sufficient reason to buy a NetLink.

Available September



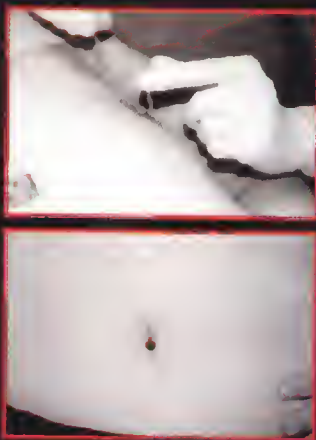
SEVEN WEB SITES YOUR PARENTS DON'T WANT YOU TO SEE!

There are some things you just can't talk to your parents about.
These Web sites may help.

Pierce on Earth Piercing

<http://www.real.net.au/magazines/tharunka/Tharunka6/Pierce.html>

Forms of body piercing have appeared in almost every culture on the planet, and now there's an entire industry built around the piercing mystique. This Web site provides good information about such topics as piercing principles and healing. Be forewarned that the visuals show...well, piercing!



Mosh Pit-atoes Mosh Pits

<http://www.fix.net/~sloth/moshpit/moshpit.htm>

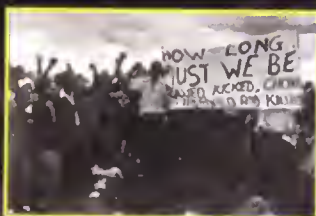


There's etiquette you should know while moshing it up in the pit, and this Web site will explain why you should: A) never show up in a business suit, and B) watch the person next to you. Get the lowdown on thrash groups like Sepultura and Ministry—you can even check out some metal samples.

Commie Liberal Pinkos Mother Jones

<http://www.motherjones.com/>

The ultimate left-wing magazine, Mother Jones contains just enough bleeding-heart, hippie rhetoric to turn uptight parents inside out. Along the way, you may just find out where the ideals of the '60s disappeared to in this harsh, Whitewater-trashin', I-never-inhaled, end-of-the-millennium mess that we call the '90s.



Pranks for the Memories Pranks

<http://www.halcyon.com/zylstra/comedy/weird/pranks.html>

A good way to waste some time—or kick-start your imagination, depending on your point of view. There are some hilarious pranks here, ranging from the old bucket-of-water-on-the-edge-of-the-door trick to the more sophisticated Lifesavers-in-the-shower-head maneuver. Try a few on your parents.

Single All the Way The Relationship Game

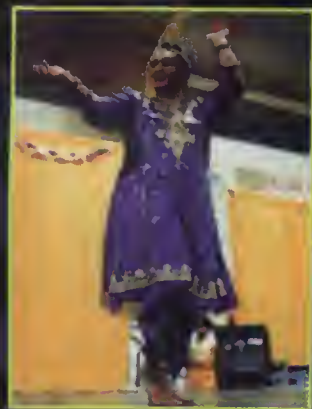
<http://triton.towson.edu/~bjohns1/relation/relamain.htm>

Do your parents think you're too young to date? Check your one-on-one aptitude at this Web site that offers a trial-by-error situational game which tests your dating skills. Print out the results and give them to mom or dad. Pretty funny stuff if you're only eight years old.

Guess Who's Coming to Dinner? How 2b DiFFErEnT

<http://schoolnet2.carleton.ca/english/soc/different/purles.html>

A touching anthology of stories on maintaining your identity in a world of change. Stories about interracial dating, keeping your religious views, and racial attacks. The interracial dating links are good, too. Daughters, make dad pass out with this one.



Holograms Not Included Fake IDs

<http://www.photoidcards.com>

'Nuff said. This site may be closed down by the time you read this. It took us four hours to log on to this site due to heavy Internet traffic.

E-mail us your comments through America Online at **Keyword: GamePro** or at this Internet address:
comments.gamepro@gamepro.com

TASTE THE RAINBOW



THE CUTTING EDGE

Internet Gaming for the Rest of Us

ICTV LETS YOU PLAY ONLINE PC GAMES USING YOUR TV-AND NOTHING ELSE!

By The Whizz

Interactive television as an online gaming platform recently hit the limelight when Electronic Arts and Microsoft announced that they were supplying several PC games for play via ICTV, an interactive television system (see sidebar).

It's all in Your Head(land)

ICTV is basically a cable television system that enables you to use your TV to access interactive online content. That's right, with ICTV, you won't need to purchase PC-to-TV hardware or a special Web television to surf the Net or play online games.

ICTV concentrates the components (and the cost) of multimedia and video processors at your local cable television operator's headquarters (called the "headend"). You'll use the same set-top box you use for regular cable programming to view and use online content, including games. Of course, since a TV is your display, you can't download data, and screen resolution is nowhere near that of your average PC monitor. It won't be high-end, but what do you usually use to play video games?



Electronic Arts' *The Need for Speed* is coming to your TV soon.



Microsoft is supporting ICTV with several games including *Monster Truck Rally*...



...and *Deadly Tide*.

The Hard and the Soft

The hardware and software setup is pretty much cable TV stuff, but not too exotic for online gamers to understand. At the cable TV headend, the main hardware component, a

special switching system called the ISX-2000, coordinates the delivery of individualized content to each individual subscriber's TV. Each application is provided by dedicated Pentium PCs connected to the ISX-2000 with Unix-based servers to store content. The headend computers convert digital data, such as video games, PC programs, or Internet sessions, into analog video, which will basically transform a cable TV channel into an Ethernet-like shared circuit to support individual online sessions.

At home you interact with the ICTV using a Home Interface Unit (HIU) set-top box, which is about half the size of a standard VHS recorder. You'll navigate Internet-based TV services with cursor keys on a standard TV remote control. Or you can use ICTV's wired or wireless keyboards with a mouse. Gamers will also be able to do their thing using HIU ports for joysticks and analog controllers. The interactive signals zip back and forth through hybrid fiber optic/coaxial cabling, which is standard for all major metropolitan cable systems.

ICTV Is Coming

ICTV services are currently on test in Santa Barbara, CA, with services slated to become available nationwide in the fall. Be advised, however, that ICTV is not the only interactive television operations that is available. Other interactive TV cable operations include ACTV, WorldGate, IT Networks, and the WebTV Network, which makes TV-based online gaming an even more probable reality.

If online games have you hooked, keep an eye on for ICTV. **G**

ICTV INFO

What: Interactive cable TV system for video gaming, email, and Internet access.

Available: Fall 1997

Requirements: ICTV set-top box, cable TV. Optional keyboard available.

Costs: \$6.95 for the first five hours, \$.99 to 1.99 each additional hour.

For more info, be sure to visit these Web sites:

ICTV: www.ictv.com

ELECTRONIC ARTS:
www.ea.com

MICROSOFT:
www.microsoft.com

ICTV GAMES

From Electronic Arts:

Extreme Pinball (pinball)
FIFA Soccer '97 (soccer)
Road & Track Presents: The Need for Speed (driving sim)

From Microsoft:

Deadly Tide (underseas action)
Fury3 (space shooter)
Microsoft Golf (golf)
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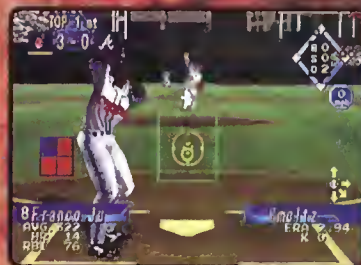


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MK4

The Mortal Kombat Konversation

By Major Mike and Johnny Ballgame

Mortal Kombat creators
Ed Boon and John Tobias
reveal the latest info on
their two new games,
Mortal Kombat 4
and
**Mortal Kombat
Mythologies:
Sub-Zero**

Everyone has Kombat on their minds these days, especially with the upcoming *Mortal Kombat Annihilation* movie, *Mortal Kombat Mythologies: Sub-Zero* for PlayStation and Nintendo 64, and *Mortal Kombat 4* for the arcades due out soon. Here's what the men behind *Mortal* have to say.

GamePro: What's the story line of MK 4?

Ed Boon: John [Tobias] usually writes the story lines and how everybody ties in to the game at the end of the development process. So the story line's not really defined yet. However, there's going to be a relation between MK 4 and MK *Mythologies*.

GP: How are MK 4 and MK *Mythologies* "konneted"?

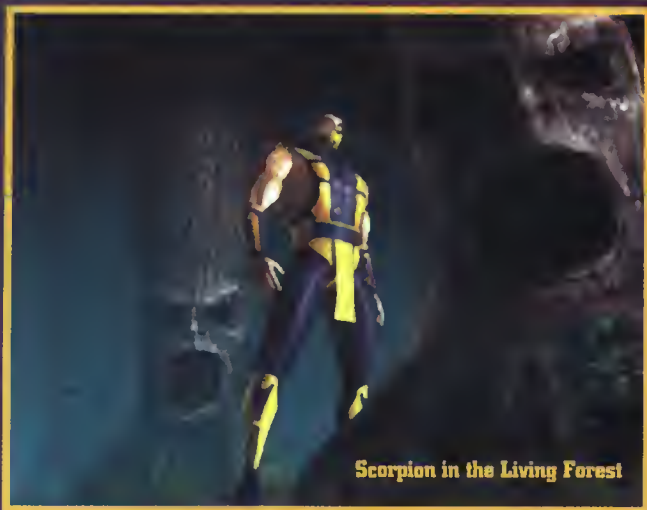
EB: John came up with some new characters in *Mythologies* that we thought would also work well in MK 4, so that's essentially how they cross over. But the games take place in different times: MK 4 is in the present and *Mythologies* is set before the first *Mortal Kombat* game.

GP: How many characters are going to be in MK 4?

EB: We don't know the exact number right now, but we're shooting for 12 to 15.

GP: Who will the MK 4 characters be?

EB: About half of them are returning characters. We don't want to reveal the new fighters because they haven't been named and their stories aren't really defined. I think a lot of people already know that Scorpion, Rayden, Sonya, Sub-Zero, and Liu Kang are returning in addition to some other favorites. Then there are, of course, the guys from *Mythologies*.



Scorpion in the Living Forest

GP: Are there any plans for hidden characters?

EB: That hasn't been determined exactly, but beginning with Mortal Kombat and Rep-tille, every MK game has had a hidden character in some form or another, so you could pretty much assume that MK 4 will also have hidden characters.



Ultimate Mortal Kombat 3: The last 2D fighter of the MK series

GP: What made you decide to move the game to the 3D arena as opposed to keeping the game 2D?

EB: When we saw the kind of power that our new hardware had, it just opened the doors for things that we couldn't even attempt to do with our 2D games. 2D games require memory for each frame of animation, so when you want to have 100 frames of animation for something you just eat up all your memory. When you see the game [MK 4], the look will also make it very clear why we chose that direction.

GP: What arcade system are you developing this game for?

EB: The MK 4 hardware system was designed in-house by Mark Loffredo. He designed the hardware for NARC, all the Mortal Kombat games, and basically every arcade game we've done since NARC. It's called Zeus.

everyone just going to move into 3D now?

EB: I still think there's some life in 2D fighters. Street Fighter III and X-Men vs. Street Fighter verify that. I think that there's a limit to just how far you can go with 2D just because you're so restricted by limited image memory. There's no possible way MK 4 could be done in 2D because of the way the animation frames are generated.

GP: Will there be interactive backgrounds in MK 4?

EB: To an extent. We don't want backgrounds to interfere with the fighting. But we do want to make them as realistic as possible when it comes to the objects in the MK 4 world.

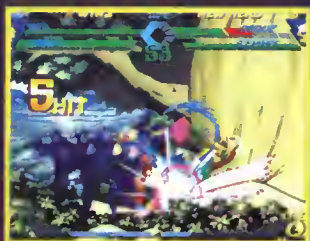
GP: Are you going to be able to pick up objects and hit your opponent with them?

EB: I don't know about that, but it's certainly a possibility.

"When we saw the kind of power that our new hardware had, it just opened the doors for things that we couldn't even attempt to do with our 2D games."

GP: Is the Zeus system the same hardware used by War Gods?

EB: No, no. War Gods used a hybrid of the Cruis'n USA hardware, which utilized a hard drive. This is brand-new hardware. MK 4's going to be the first game on the Zeus hardware.



X-Men vs. Street Fighter: There's still life in the 2D engine

GP: Do you think there's still life for 2D fighting games, or is



tion that the first Mortal Kombat received. We're definitely going to have Fatalities, and you can describe MK 4 as being a darker and more sinister game than MK II and MK 3.

GP: How many moves will there be per character? Is it going to be like Tekken 3 where characters have countless moves, along with links, combos, and juggles?

EB: We don't want to mimic any other game, we want to define a new style of fighting. MK 4 will have combos and stuff, and you're still going to be able to juggle people in the air, but we're adding quite a few new elements to the entire mix.

GP: Are you going to keep the Run button [from MK 3], or are you going to replace that button with, say, a 3D button as in War Gods?

EB: No. We're keeping the Run button. That will be in MK 4.

GP: How many Fatalities will each character have?

EB: There will definitely be multiple Fatalities, but I don't think each character will have the



MK 4 features characters composed of 3000 polygons each.



Rayden returns for MK 4.

same number. Some might have two, some three, some might have four. We haven't decided the final numbers yet.

GP: What's the new feature that's had the rumor mill working overtime?

EB: We are introducing a new feature in MK 4, and it's going to be of the same caliber that

EB: I certainly think it will do better. I like Tekken 3, but I think we're doing quite a bit more in terms of advancing from a previous game. [Look at] the leap to Tekken 3 from Tekken 2. I think we're making five times the leap in terms of the visuals and the other features in MK 4 compared with MK 3 and Ultimate MK 3.

GP: Can you tell us more about the graphics in MK 4? Will there be skin texture-mapping?

EB: We actually don't have to do that digital skin stuff. Our characters are composed of over 3000 polygons each, so you don't even see any individual polys. MK 4 looks more organic than polygonal, and the fighters look just like real people from any angle. Imagine a digitized look but in 3D if that's any way to describe

"We want to define a new style of fighting with the new features that we're adding."

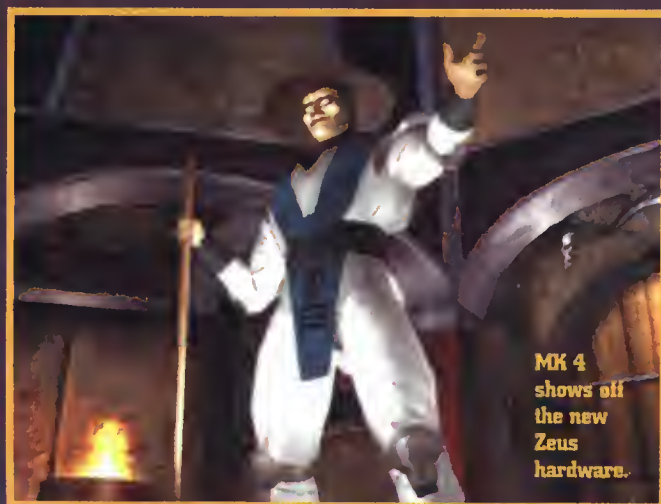
the Run button was to MK 3, but the new feature doesn't involve another button.

GP: How do you think MK 4 will stack up against the fighters currently ruling the arcades, like Tekken 3?

it. Then you'll get an idea of what MK 4 looks like.

GP: When will Mortal Kombat 4 hit the arcades?

EB: We're aiming for a September release.



MORTAL KOMBAT MYTHOLOGIES

SUB-ZERO

The first spinoff title from the Mortal Kombat arcade fighting games tells the story of the merciless ninja Sub-Zero. MK creator John Tobias gives *GamePro* the inside story on the game.

By Major Mike

Samurai Shodown was made into an RPG, so why not make Mortal Kombat into an action title? That's exactly what the creators of MK have done with Mortal Kombat Mythologies: Sub-Zero. In the interview that follows, MK game designer John Tobias reveals what we'll find in the first MK action game. But first, the burning question: What's the game about?

In Mythologies, you guide the cold-blooded ninja Sub-Zero through eight action-packed worlds. Naturally, Sub-Zero is armed with his trademark freezing abilities, but he can acquire new powers as the game progresses.

Mythologies promises to retain all the signature features of the Mortal Kombat arcade fighting games. With over 30 enemies to battle throughout the game, there's more than ample opportunity to spill some blood in the classic MK style. Visually, Sub-Zero looks like he leaped right out of the 2D MK games. Live actors were digitized for the various characters, and the backgrounds are fully texture-mapped.

So far, Mythologies looks like it captures the MK mood. The game plays across barren landscapes that are shrouded in darkness—some scenes even resemble the pit stage from MK II. Mixed in with the action scenes are cinematics that flesh out the story, so maybe we'll finally see how Sub-Zero learned his infamous spine-rip Fatality!

Mythologies looks like it's ready to boldly carry the Mortal Kombat name into the action genre. Now John Tobias fills in the gaps on this new Mortal Kombat mythology in the making.



GamePro: Out of all the *Mortal Kombat* characters, why was Sub-Zero chosen as the main character in *Mortal Kombat Mythologies* as opposed to Liu Kang or Scorpion?

John Tobias: There are a lot of popular characters in the game, but Sub-Zero is among the most



Sub-Zero goes it alone in *Mortal Kombat Mythologies*.

popular. Also his past, the back story we gave him, piqued my interest. The idea behind *Mythologies* was to take some of the background stories that we sort of dabbled in with the previous *Mortal Kombats* and explore them in more depth. Sub-Zero and his relationship with his ninja clan and Scorpion seemed like a cool story to tell.

GP: So *MK Mythologies* is going to flesh out the story a little bit more?

JT: Yeah, it will flesh out the story between Sub-Zero and Scorpion and also introduce a group of new bad guys who eventually take their place in *Mortal Kombat 4*.

GP: Why did you decide to create this as a console game as opposed to another arcade standup?

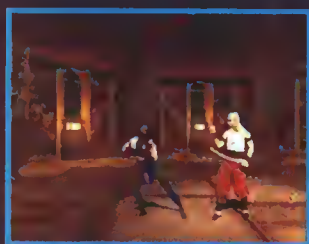
JT: Primarily, we wanted to tell a story. *Mythologies* is more of an adventure game than anything, and we wanted players to enjoy the story being told. In an arcade-style game you really don't have an opportunity to do that.

GP: What's it like working with the Nintendo 64 hardware?

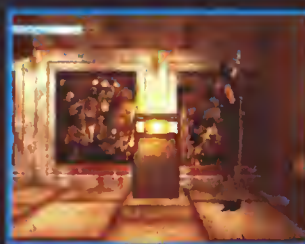
JT: Both the PlayStation and the Nintendo 64 are a step up from our previous *Mortal Kombat* hardware, so in that



"Mythologies will flesh out the story between Sub-Zero and Scorpion and also introduce a group of new bad guys who eventually take their place in MK 4."



Sub-Zero prepares to give a foe the cold shoulder.



Sub-Zero runs, jumps, freezes, and even climbs.



Apocalyptic environments should make Sub-Zero feel right at home.



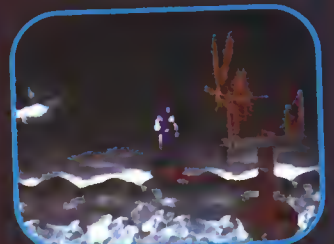
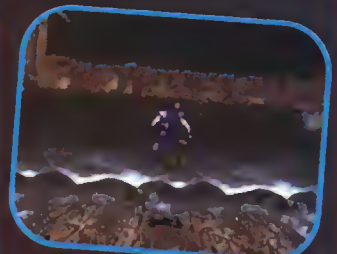
respect it's actually pretty cool. In *Mythologies*, the backgrounds are all real-time 3D and a lot of the characters are also polygonal. There are limitations with the RAM on the PlayStation and that sort of holds true with the Nintendo 64. But part of making games is finding a way around those things and making it look good.

GP: Is Sub-Zero going to keep his signature moves from his arcade fighting incarnations?

JT: He does everything he did in the arcade, and he does some new stuff.

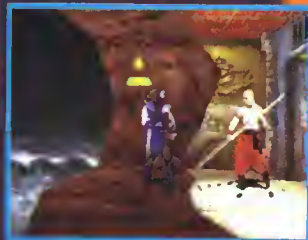
GP: Are you going to be able to play as other characters besides Sub-Zero?

JT: You play as Sub-Zero the whole time.





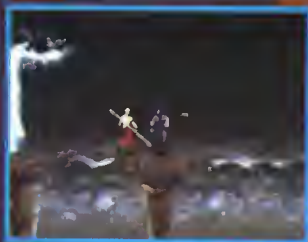
Mythologies will certainly spill some blood, but then again it's an MK game.



This is just one of the many foes Sub-Zero encounters.



MK Mythologies has plenty of monsters—over 30 for Sub-Zero to battle.



Mythologies retains the dark mood of the Mortal Kombat arcade games.



GP: Do you build up his powers as in an RPG, or do you start the game with his powers and moves at full strength?

JT: You build him up as you go. You start out with a basic set of moves. Then, as you play, you collect what we call experience points. The more enemies you defeat, the more things you collect, and the more missions you accomplish, the more experience points you earn, thereby gaining new powers.

GP: Do characters form a party or is this basically a one-man game?

JT: It's a one-man game. There aren't that many similarities between Mythologies and an RPG. The game plays just like Mortal Kombat with the addition that you're racing through environments. You collect experience points, objects, and things like that. Those elements, I think, make it similar to an RPG, but other characters cannot join your quest.

GP: Will there be other Mythologies games starring other Mortal Kombat characters?

JT: Possibly. The door is obviously left open for a Mortal Kombat Mythologies Rayden or Liu Kang. There are so many characters with so many different stories to pick from.

GP: Are you going to be able to use weapons per se or will Sub-Zero fight with his own internal powers and abilities?

JT: He doesn't use weapons. There are a lot of weapons used on him, but he retaliates with his freezing powers.

GP: Will Mythologies get a Teen rating?

JT: Yes. There's lots of gore and that kind of thing...done very tastefully, of course. **G**

Mortal Kombat Mythologies: Sub-Zero

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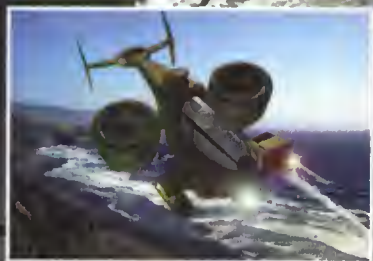
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OVERSEAS PROSPECTS

An International
View on Video Games

Yuke Yuke!! Troublemakers

The creators of *Dynamite Headdy* and *Gunstar Heroes* are back with their latest action title, *Yuke Yuke!! Troublemakers* for the Nintendo 64.

By Ken Ogasawara

Treasure, the team that gave us *Gunstar Heroes* and *Guardian Heroes*, has unveiled its first Nintendo 64 title, *Yuke Yuke!! Troublemakers*, in Japan. *Troublemakers* showcases the trademark elements of a Treasure title: unique gameplay and awesome graphics. Even in its early stages, it possesses all the makings of a Japanese hit that could easily find its way onto U.S. N64s.

Troublemakers features side-scrolling 2D action gameplay—something rare today now that full 3D environments have become the standard. However, along with the upcoming *Yoshi's Island 64* by Nintendo, *Troublemakers* signifies that 2D games are alive and well on the N64.

Maid in Japan

In *Troublemakers*, you control Marina, a robot maid who's trying to rescue her kidnapped master, Professor Campbell. Marina's abilities are unique in that she doesn't punch and kick her way through the levels.

Instead, she picks up items, shakes them, and uses whatever pops out.

The action takes place on Nendro, a planet that's populated with evil creatures made out of clay. The only exception is a character named Chappy, who steps in to help out Marina whenever she's getting busted up. His special moves include a triple jump, a triple-level punch, and a deadly uppercut.

Trouble In the Making

The preview version of *Troublemakers* looked great. The colorful graphics feature characters that are illustrated in cool anime styles, just like those in *Gunstar Heroes* and *Guardian Heroes*. The characters are relatively small onscreen, which helps emphasize the gigantic

size of the bosses that, in some instances, take up almost the entire screen.

Troublemakers was set to hit Japan in June, but as of late, there are still no plans for a domestic release. *Troublemakers* could be a treasure from Treasure. **G**



Gigantic bosses confront Marina during her rescue mission.



Chappy lends Marina a hand, or rather a spring, when she's caught in a jam.



Marina collects weapons by shaking items and using whatever falls out.

Yuke Yuke!! Troublemakers

(Go Go!! Troublemakers)

Nintendo 64

Action

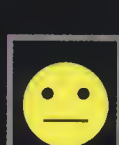
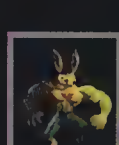
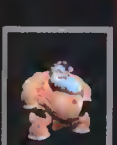
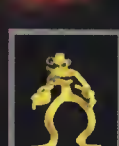
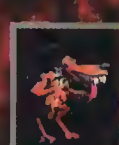
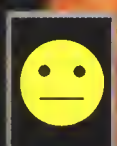
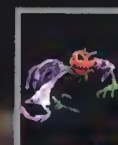
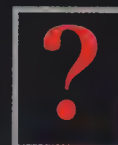
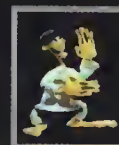
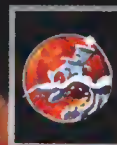
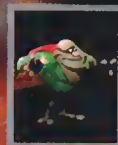
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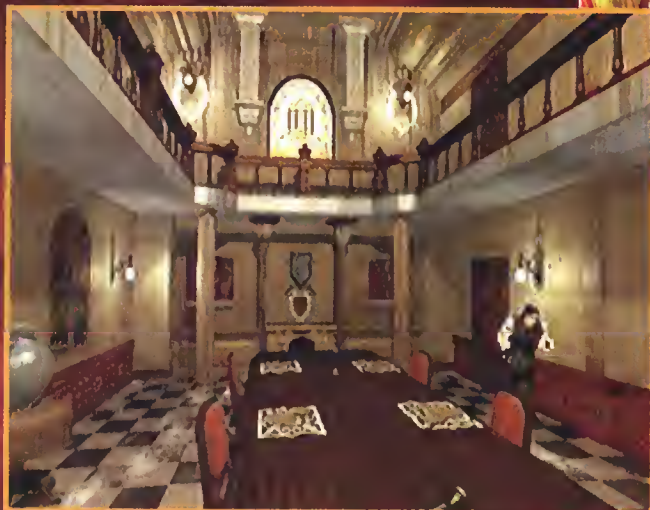
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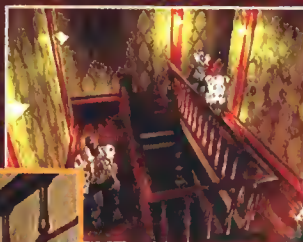
Resident Evil

Saturn

By Art Angel



Die-hard Saturn owners, rejoice! That sick and twisted game that almost made you buy a PlayStation is finally coming to your platform, as Resident Evil is ready to ship this summer from Capcom.



Dead Ahead



One of last year's best PlayStation titles comes to the Saturn filled with mystery, suspense, complexity, and all-out horror. Resident Evil is as good as it ever was, and with the added gore, nine out of ten zombies will prefer this chunkier version!



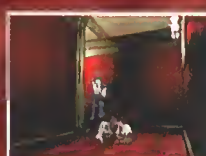
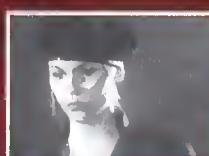
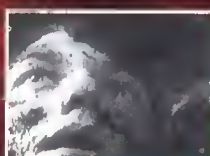
Developed and published
by Capcom
Available August

50% COMPLETE

The Horror! The Horror!



A blessing in disguise (depending on the way you look at it) is the added graphic violence and gore, definitely aimed at sickening your stomach. Blood "rains" (literally) supreme in this version, both in gameplay and the cinematic cut scenes. Chris and Jill must keep their wits about them to survive the onslaught of zombies, crows, and mutated dogs, all of whom are looking for dinner.





Quake

Saturn

By Scary Larry



Gamers have been waiting patiently for this corridor-shooting icon to make it's way to the home systems. Sega got it first, and the translation looks like a good one.



A Piece of Quake



One reason to be excited is the game's developers, Lobotomy, were responsible for the best corridor shooter on the Saturn to date, Powerslave. Using their background with that game, they've developed an eerie, fast-paced Quake that looks true to the original. Quake contains many of the features from the PC version, including eight different weapons, four multi-level episodes, and dozens of power-ups and enemies.

A Light Quake



These early screens show well-crafted ambient lighting effects, and smooth, detailed textures on the walls and floors. Although the game boasts 13 different types of enemies, none were available at press time. Other cool effects include explosions lighting up the halls, and, of course, the Nail Gun.

Quake Shakes 'em Up



You'll be able to experience a full range of movement through the halls with the Sega analog controller, which supports Quake. And although it's disappointing that Quake won't be a Net Link game, there's still enough monster-blastin' mayhem to satisfy all corridor caballeros for a while.



Developed by
Lobotomy Software
Published by Sega
Available September

20% COMPLETE



Ace Combat 2

PlayStation

By Top Gun Scary



Flight attendants, prepare for departure! Ace Combat 2 crams more high-altitude excitement, air-to-air nastiness, and missile-poppin' fun down your throat than the original!

Wind Beneath Your Wings



Namco is set to deliver another jet-jockey arcade game to the PlayStation in September with this sequel to 1995's premiere PSX title, Air Combat. Get ready to rock with double the planes, double the missions, and a ramped-up A.I. that's ready to scorch your sorry ass the minute you settle into the cockpit.



Hit and Missile



Keep your back covered!



Although only one other flight game came close to the excitement of Air Combat (namely, Agile Warrior), Ace Combat 2 tears you a new flight path with deeper missions (like blasting oil rigs or escorting fighters through troubled skies), and more detailed backgrounds—especially near cities and populated areas.

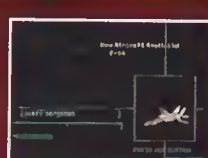
This Is Ground Control



With easy-to-handle controls, two-button shooting (the game could have used more diverse weapons), and plenty of action, you'll be impressed with Ace Combat 2. For gamers who have never handled a "real" flight sim, this is the perfect one to cut your teeth on. Either way, get ready for more dogfighting than at a singles bar.

Developed and published
by Namco
Available September

90% COMPLETE





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Top Gear Rally

Nintendo 64

By Scary Larry



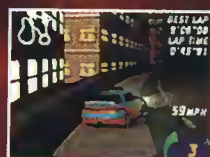
Move over, road rovers! *Top Gear Rally* is on the track, and it looks like the best racing game for the N64 to date! But will it be able to rev up to the competition (*Multi Racing Championship*, *Formula One*, *San Francisco Rush*) this season?



Rally Impressive Graphics



The clean, smooth, and detailed cars look great against the rendered backgrounds. Real-time shadowing and highlighting allows spectacular nighttime effects and good-looking crashes. The pop-up that's so prevalent in other driving games is almost nonexistent here, and the frame rate moves the game steadily along.



Gear Up



Although the controls take some getting used to (it can only be played via the analog, which allows for greater depth to the driving, but feels foreign to gamers used to pad-based steering), there's little to dislike about TGR. The two-player option also means the game should have some great replay value. *Top Gear Rally* is tire-riffic!

Top of the Line



Top Gear Rally is poised to take the Nintendo 64 racing crown. Leagues ahead of the dismal *Cruis'n USA*, TGR features five different on-road and off-road tracks, including desert, mountain, jungle, and coastline tracks, as well as diverse driving conditions, like snow, fog, rain, and night driving. TGR will also be the first driving game to support the Rumble Pack, so look for added thrills to complement the game.



Developed by Boss Studios
Published by Kemco
Available September

70% COMPLETE



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— P.S.X.

"Beautifully textured polygonal players move with life-like grace."

— Game Pro

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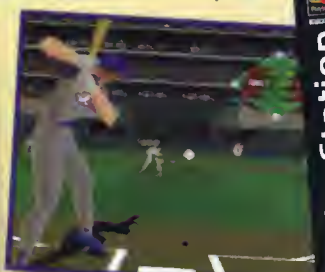
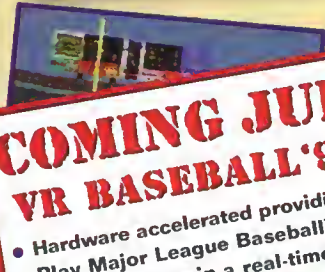
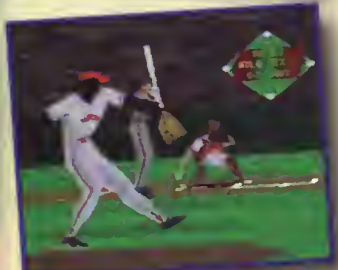
— Game Informer

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Fighting Force

PlayStation

By Johnny Balgame



Streets of Rage meets Tekken in this "punks step up to get beat down" brawlfest filled with flailing fists, head-stompin' psychos, and blood-drippin', broken-bottle-wavin' action.

Developed by Core
Published by Eidos
Available September

40% COMPLETE



Fighting Features



Fighting Force features 3D slobber-knockin' fisticuffs at its fiercest. One or two players can enter the fray choosing from four fighters, each possessing their own moves and attributes. Players battle through 10 nonlinear levels consisting of approximately 25 stages from big-city office buildings to flying airships and secret islands. If you and a friend just want to duke it out, there's a Battle Arena mode that resembles the two-player fight at the end of Die Hard Arcade.

Story Line



The evil crime boss Doctor Zeng is using a new drug called Bio-thene to turn the nation's population into zombies. He's also stolen a new energy source that increases Biothene's potency 1000 times and turns the drug into a powerful fuel. Zeng is rumored to be creating a weapon of apocalyptic proportions, one that will orbit the earth fueled with Biothene and destroy the world on his command. It's up to you stop the madman and save the world.

Moves and Mayhem



Each character struts the streets with over 50 moves in their repertoire, including devastating combos, throws, and special moves. You'll be able to punch, kick, pull an enemy's jacket down to lock his arms as you pummel him, shoot villains who are already down, and link up with another player to tag team fools. Interactive backgrounds enable you to pick up everything from rocket launchers to hot dog carts, and you can even smack soda machines to get pop bottles that you can use to smash heads.



Eve Be Nimble, Eve Be Quick, Or Eve Be Sliced by Gore's Big Stick.



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N64



N64



N64



N64

PC-CD ROM



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Available 1997

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Apocalypse

PlayStation

By Johnny Ballgame



Bruce Willis stars as your gun-crazed partner in this hell-meets-earth 3D action/shooter that ups the ante of video game violence.



Developed and published by
Activision
Available October

60% COMPLETE

They Call Him Bruce



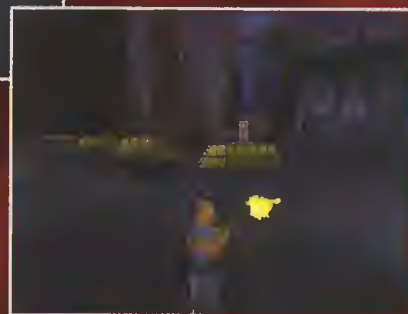
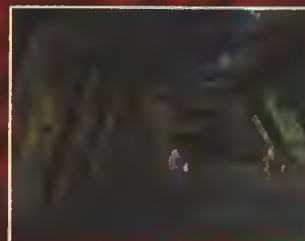
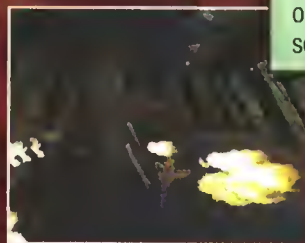
Although it's only a single-player game, Die Hard bad-boy Bruce Willis fights at your side while spouting smart-ass comments throughout your battles. Bruno was transported into the video game world through the use of cyber-scanning and motion-capture techniques that enabled Activision to create a stunning replica of the star. Fluid movements include running while firing your gun in any direction, ducking for cover behind a barrier, diving, jumping, and rolling away from danger.

The game camera tracks the action closely, zooming in and out as needed, and even provides an overhead view as you leap from rooftop to rooftop in one of the first levels. Although it's still early in development, Apocalypse looks like another blockbuster hit for both Willis and Activision.

Last Two Men Standing



In your mission to save humanity from the Four Horsemen of the Apocalypse, you and your virtual partner, Trey Kincaid (played by Bruce Willis), blow away bad guys using a wealth of weapons from flamethrowers to laser guns. You even acquire a spear gun that lifts enemies off the ground and sticks them to the wall. The villains are just as ruthless, however, as one flying creature demonstrates by grabbing you by the head, crushing your skull, then rapidly firing bullets into your face. Apocalypse is obviously pressing for a Mature rating, so squeamish gamers beware.



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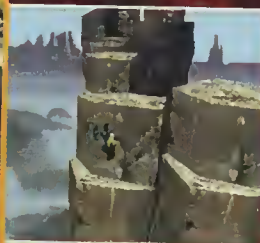
One

PlayStation

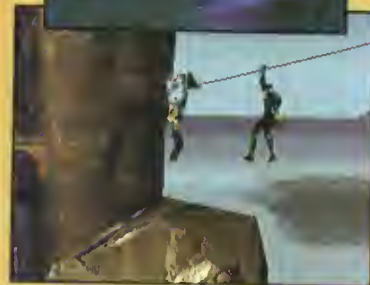
By Scary Larry



Apocalypse, Tomb Raider 2, and Pitfall 3D are going to have some competition in the 3D action/adventure genre: One is poised to thrill gamers with intelligent gameplay and fast, arcade-style run 'n' gun action.



Armed and Ready



One tells the story of John Cain, an ordinary citizen who wakes to find that the flesh and bone of his left arm are now a metallic weapon—and boy is he pissed off! The anger he feels is actually part of the game: When your Rage meter is at full strength, you do more damage to your opponents and certain shooting and fighting skills are sharpened.

One Over



One certainly has a chance to be the next big action game. We've seen enough in this 10% complete version to convince us that it will definitely be able to compete with bigger titles like *Apocalypse* and *Pitfall 3D*. But what's the sequel going to be called? One 2?

If Looks Could Thrill



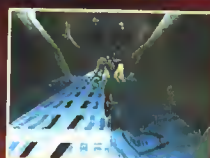
Vivid alien backgrounds (like the desert and city scenes), which are filled with numerous side trips to take, populate the game. But don't gaze for too long—the enemies are fierce! There are also numerous bosses to fight, and they aren't patterned pat- ties: Each has a weakness that you must exploit by utilizing non-traditional attacks, like aggravating a gunship enough that it blows open the next stage entrance for you.

Developed by Visual Concepts

Published by ASC Games

Available November

10% COMPLETE



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Croc

PlayStation

By Scary Larry



Move over, Mario, and cruise by, Crash! Fox Interactive has a new star in a 3D title that's sure to be a hit this September. Croc rocks, baby!

In A While, Crocodile



Croc has it all—traditional platform gaming, an engaging main character, and hours of complex levels to explore. The plumber and the 'crot better hang on to their hats—Croc is coming on strong!

Developed by Argonaut
Published by Fox Interactive
Available September

70% COMPLETE



Rail-Free Reptile



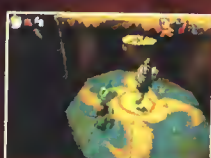
Though only 70 percent complete, Croc looked better than last year's Crash Bandicoot—and this game is definitely not on rails! You explore four islands (a hidden fifth island is uncovered if you complete certain tasks), rescuing furry creatures called Gobbos from captivity while collecting gems (which also unlock hidden areas). You can also glide on balloons, and there's even a snowboarding level.



Smokin' Croc

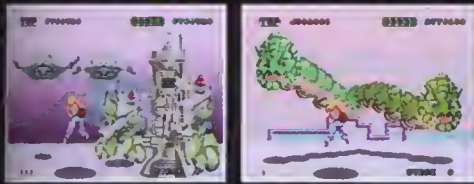


With platform-solid gameplay that's geared towards Super Mario/Gex fans, Croc looks like it's ready to be counted as a contender in the 3D gaming arena. Croc jumps, swings, swims, and hangs from ledges, all with amazing realism. Revolving camera angles and cleverly devised puzzles put some bite into the gameplay.



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Time Crisis

PlayStation

Get ready, gun nuts, Time Crisis is set to target the PlayStation with all the pistol-packing panache that made it a hit in the arcades, along with some new PlayStation-only levels. Blast the baddies in 3D texture-mapped polygon environments through Arcade, Story, and Time modes. Gamers can even earn a different ending in the Story mode depending on how well they complete each stage.

Packed with TC is Namco's awesome GunCon light gun, which actually stores an image of the screen in its memory to provide exceptional accuracy. While the pedal is absent from the home version, there is a "duck" button incorporated into the gun, enabling gamers to hide behind obstacles and reload. The time to lock 'n' load is coming this fall. —*The Rookie*



Developed and published
by Namco

Available September

80% COMPLETE



Warcraft II: The Dark Saga

PlayStation

Saturn

The Warcraft series rocked on the PC, and now EA's giving 32-bit gamers a crack at some of gaming's hottest real-time strategy action. Combining the 52 missions of Warcraft II and the Dark Portal add-on, Warcraft II: The Dark Saga drops you straight into battles between orcs and humans using an overhead click-and-drag interface. Fighting as either side, you play general and command units to attack foes, mine gold, construct barracks, and more. The best news, though, is that Warcraft II supports the mouse, which responds much better than the normal PlayStation controller.

Even in the unfinished preview version, it's clear that this Warcraft won't live up to the high standards of its PC predecessors because of grainy graphics and clunky controls. On the plus side, however, it still contains the same riveting gameplay. If all goes well with the final version, 32-bit gamers who've never played the PC version should find a rough but very enjoyable game. —*Air Hendrix*



Developed and published by
Electronic Arts

Available July

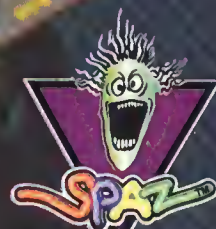
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Clock Tower

PlayStation

A lone house that features a huge clock tower is an icon in the small village of Romsdaaren, a place where shepherds and seamstresses alike watch the passing of their lives. Unfortunately, that passing comes a lot quicker now that the Scissormen have arrived. These brutal twin killers are ravaging the town, and although once believed to be vanquished, it seems they're back.

You play the heroine in this eerie, gory, "D"-like thriller as you gather clues and try to solve the mystery around the charnel house known as the clock tower. For gamers who like their horror extra chunky, ASCII claims that this game will feature entrail spills, decapitations, and people drawn and quartered. Throw in a pair of Bruno Magli shoes and you're set. —Scary Larry



Developed by
Human Entertainment
Published by ASCII
Available August

70% COMPLETE

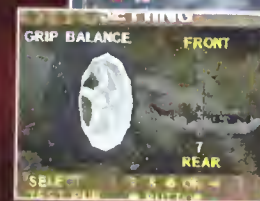


Felony 11-79

PlayStation

Now here's a racing game that could turn out to be a good driver's worst nightmare. After picking one of 22 vehicles, including a passenger bus, street sweeper, tank, or BMW, you literally go to town destroying everything in your path, including buildings, fruit stands, police vehicles, and toll booths. Although it sounds like a rerun of *The Dukes of Hazzard*, these screens show a game that could be a lot of destructive fun. So strap yourself in tight because Felony 11-79 could arrest your attention this fall.

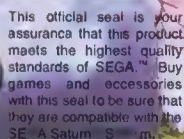
—Scary Larry



Developed by Climax
Published by ASCII
Available September

70% COMPLETE

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Lamborghini 64

Nintendo 64

Dream-machine racing is peeling out on the N64 as Lamborghini 64 burns rubber with four exotic cars. Drivers can redline their engine in a Lamborghini Diablo SE or in three as-yet-unnamed speed demons from Ferrari, Porsche, and Bugatti. The action goes down on four circuit-style tracks in Arcade, Tournament, Time Trial, and Championship modes, and two players can bump fenders in split-screen action. Although four cars and four tracks don't make for much variety, these pix of Lamborghini sure catch the eye...we'll keep you posted on how the gameplay pans out.—*Air Hendrix*



Developed and published
by Titus
Available September

50% COMPLETE



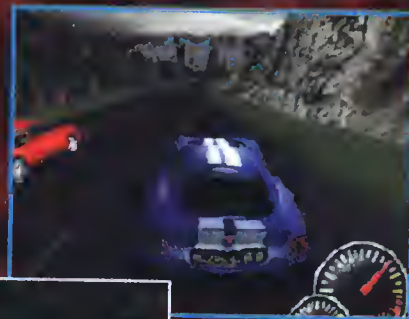
Test Drive 4: The Challenge

PlayStation

Win 95

The Test Drive series is heading back to the streets after the less-than-impressive Test Drive: Off-Road. Developed by the team that created Psygnosis's Destruction Derby games, Test Drive 4 offers a killer lineup of modern exotic cars and '70s muscle cars, including the Viper GTS-R, '97 Corvette, '68 Plymouth Cuda 426, '67 Chevy Cobra, and more. The six on-road tracks are modeled on real-life maps of such locales as San Francisco, Kyoto, Munich, and Washington D.C.

Graphically, these early images only show one track and one car, but it's already clear that TD4 is revving up for the kind of sleek, realistic cars and courses that Need for Speed II should have delivered. If the gameplay lives up to the potential of this early version, TD4 could shape up into one smokin' racing game.—*Air Hendrix*



Developed by Pit Bull Syndicate
Published by Accolade
Available November

50% COMPLETE



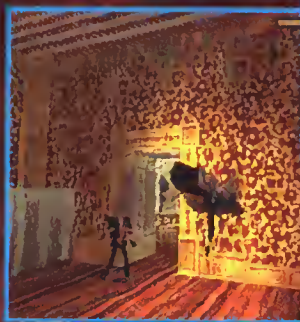


Tomb Raider 2

PlayStation

Lara Croft is back in Tomb Raider 2 with her guns ablaze and a host of new features. In this sequel to last year's smash action/adventure game, the developers, Core, have armed Lara with new abilities like crawling and crouching, and new weapons like an underwater harpoon gun.

These early screens show some vast and eerie worlds, and word has it that Lara will also be able to climb, which should mean that the environments will be even more expansive. Although not available until early next year, Tomb Raider 2 will likely be one of the hottest, most anticipated titles of 1998.—Scary Larry



Developed by Core Designs
Published by Eidos Interactive
Available First Quarter '98

100% COMPLETE



Overboard

PlayStation

Ahoy, mates! Psygnosis has an eye on the high seas this season with Overboard, a 3/4-overhead view battleship game that should play like Soviet Strike (if it were set on Treasure Island).

You take charge of a galleon and travel 'round the world, blowing up ports and pirates as you add to your ship and build your own fleet of fearsome firepower. You'll travel through exotic lands like the Caribbean, the Middle East, and the Arctic while using your swashbuckling arsenal of mines, depth charges, and cannons. Psygnosis could have a sleeper hit with Overboard, and these early screens show a sea full of fun!

—Scary Larry



Developed and published
by Psygnosis
Available October

50% COMPLETE

LOOK OUT

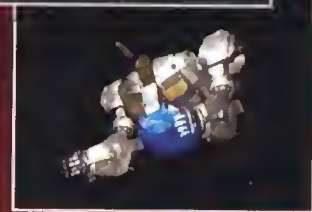
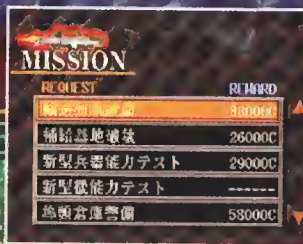
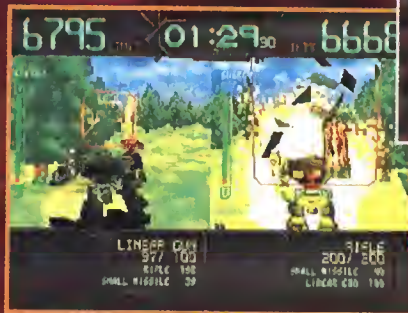


Armored Core

PlayStation

In Armored Core, giant robots go to war and push PlayStation mech-fighting to the max at the same time. Many features of this mission-based mech combat game are familiar, but one noteworthy factor could tie them all together into outstanding metal-blasting fun—speed! Unlike many mech battle games, the fighting action in the preview version of Core moved fast and furious. The mechs react almost as quickly as the characters in a fighting game, banging out sharp dashes, fast side-to-side strafing, and short-range but speedy airborne jumps.

The single-player mode dishes out 50 missions of WarHawk-style battles, while the two-player versus mode uses a vertically sliced, split-screen view for straight-ahead one-on-one combat. The mech design feature is also impressively extensive: Players can customize 12 basic 'bot designs by choosing from a dizzying assortment of heads, bodies, legs, arms, front and back weapons, engines, CPUs, body colorations, and more. You can even create a logo with a built-in drawing tool. Armored Core could finally provide the hardcore mech action that PlayStation fans have been missing. —*Slo Mo*



Developed by From Software
Published by Sony
Available October

40% COMPLETE

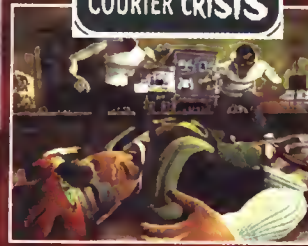


Courier Crisis

PlayStation

For those of you who have been waiting for some environmentally sound bike-riding action, BMG Interactive is proud to present Courier Crisis. Developed by the same team that brought you Road Rash for the Sega CD, Courier Crisis features the same type of tough two-wheel game-play in the manic world of bicycle messengers.

You bike through five levels to complete over 250 deliveries. Crowding your path are gawking pedestrians, volatile street thugs, and other urban obstacles. For purists, the game uses real BMX tricks and mountain bikes, and incorporates the streetwise savvy of real riders. Get ready, bike nuts, Courier Crisis is set to pedal its way into stores this October. —*Scary Larry*



Developed by New Level Software
Published by BMG Interactive
Available October

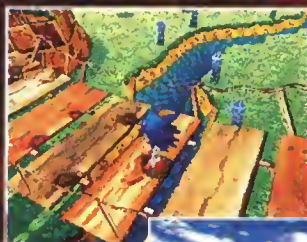
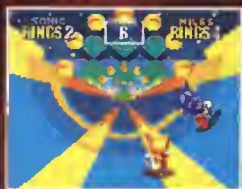
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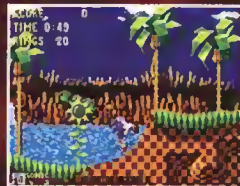
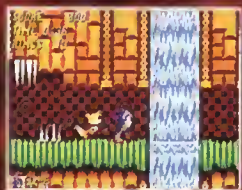
Sonic Jam

Saturn



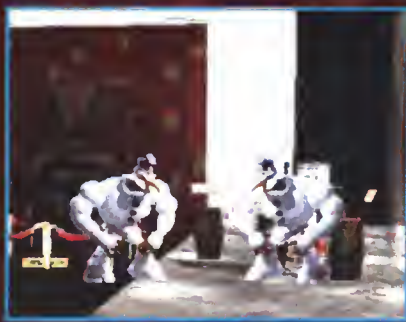
Developed by Sonic Team
Published by Sega
Available November

70% COMPLETE



Clayfighter Extreme

PlayStation



The preliminary Clayfighter Extreme CD contained a glimpse of just one partially completed level and only one character, Bad Mr. Frosty, facing off against himself. Sound effects and

graphics here were clearly works-in-progress, but it seems that the Clayfighter legend will be well-represented in its first PlayStation appearance. You'll find all the customary slapstick fighting moves and outrageous combos you'd expect from a Clayfighter game, plus the ability to rotate 360 degrees in a fully rendered environment. This was just a piece of Clay; expect a report on the fully molded version soon.—*Dr. Zombie*



Developed and published
by Interplay
Available July

50% COMPLETE



UNLEASHED THIS SEPTEMBER

JERSEY DEVIL

A diabolical
product from
malofilm
interactive



Jersey Devil

PlayStation

At first glance, Jersey Devil may remind nostalgic gamers of Aero the Acrobat. This 3D adventure game, which involves a lot of jumping, bouncing, and puzzle-solving, may also bring back memories of Sonic. Either way, it's the perfect platform pouncer on the PlayStation, complete with bosses, hidden rooms, and tons of enemies. Although the version we saw was only 40% complete, there was enough there to convince us that Jersey Devil looks like a hellishly good time.

—Scary Larry



Developed by Malofilm
Interactive
Published by Behaviour
Communications
Available September

40% COMPLETE



Shadow Master

PlayStation

Shadow Master is another bio-mech corridor shooter along the lines of Machine Head, but with a much deeper and more immersive environment. Inspired by fantasy and sci-fi

illustrator Rodney Matthews, the game has a distinctive otherworldly air, from the tropical landscape of Silvan to the lava-infested planet Ocela. You'll race through 16 levels, upgrading your weapons as you gun down insect-like creatures and other bio-mechs. These early screens indicate more thumb-burning action from Psygnosis.

—Scary Larry



Developed by Hammerhead
Published by Psygnosis
Available October

50% COMPLETE



TNN MotorSports HardCore 2

PlayStation

TNN MotorSports HardCore 2 delivers more 4x4 off-road racing action with 16 new tracks and 10 new trucks. Improvements on its predecessor include wider tracks, more ways to customize your ride, daytime and nighttime driving, varied weather conditions, and four camera angles. Best of all, there's now a two-player, split-screen mode for head-to-head competition. The HardCore hardcore should definitely dig the increased realism in handling: The trucks are influenced by road conditions, collisions, and general wear and tear as you rip up the courses. Get ready to take on the path of most resistance!

—Dr. Zombie

Developed by Top Dog
Published by ASC Games
Available November

10% COMPLETE

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PC GamePro REVIEW

DOS, Win 95
By Art Angel

If PC flight sims put you to sleep, Blue Byte has the answer to your air combat prayers with this raucous, arcade-style helicopter/tank shooter. Alongside tremendous graphics and awesome sounds, Extreme Assault packs in great variety in its maps, weapons, missions, and enemies, making for an adrenaline-filled fight that doesn't require a pilot's license.

An Up and Down Game

Alien forces have taken up residence on Earth, bombarding its inhabitants with advanced weaponry. All hope seems lost until you unveil the next generation of defense vehicles: the Sioux AH-23 attack helicopter and the T1 tank. With the fate of the world in your hands,



PROTIP: Always shoot the enemy heading your way. Afterwards, hit the brakes to let adjacent enemies cruise by, then slam a few rounds in them.

you have only one strategy: Extreme Assault.

But unlike most PC combat games, Extreme Assault tilts toward the console tradition, focusing more on hot-n-heavy action than the mechanics of handling your craft. With the right equipment (add a joystick to the minimum specs we listed), you can pump power into the helicopter's throttle and skim the treetops, easily turning a full circle to rout enemy ships with state-of-the-art weaponry. Controlling the tank, you can pound out and stomp down enemies with an unrelenting barrage of attacks.

Either way, your motive is the same in air or on land: Kill

'em all. Throughout the game, power-ups secreted in hidden areas help you achieve that goal. Of particular note, the well-done cockpit displays come in handy when you're attempting to take out a certain opponent or trying to recover your attack position.

Extreme Sensory Assault

The stellar graphics capture an impressive real-time 3D world, and the special effects, such as explosions and holograms, are without fault. Tremendous perspectives when diving, banking, or climbing add more thrills during combat. The sound matches the graphics, intensifying the heart-pounding experience of all-out warfare with clear special effects, exceptional audio tracks, and your choice of MIDI or CD audio music.

Got Next?

While it may be a little short on plot, Extreme Assault has something for every gamer, whether it's graphics, gameplay, features, or even sound. Blue Byte tried to appeal to everybody with this title. They did a hell of a job. **G**

Extreme Assault



PROTIP: In the chopper, the best strategy to use to take out opponents without taking too much damage is to come in low and hit 'em hard.



PROTIP: If you're close to enemies, lay off the missiles and use your razor guns to bring them to their knees.



The Sioux AH-23 attack chopper







PROTIP: In the tank, you can't out-manuever opponents like you can in the chopper. Use guided missiles to ferret out faster enemies or to break down larger, imposing foes.



PROTIP: Search each room thoroughly. More supplies and power-ups are just waiting to be found.

Extreme Assault by Blue Byte Software

Graphics	Sound	Control	Fun Factor
			
4.5	4.5	4.5	4.5

\$49.99
Available August
Helicopter/tank
shooter
4 players

50 missions
Challenge: Adjustable
Replay value: High
ESRB rating: Not yet
rated

Minimum System Specifications

- Pentium 90
- 8 MB RAM
- VESA-compatible graphics card
- Double-speed CD-ROM drive

PC GamePro REVIEW

Win 95

By Cat Man Da

Star Trek Generations

Beam aboard Star Trek Generations for the latest round of Star Trek gaming. While some significant flaws crop up, Generations still delivers a fun but mellow puzzle/adventure experience.

Triple Play

Following the plot of the movie, Generations involves the mad scientist Soran, who's trying to return to a mysterious dimension. Playing as various crew members of the *Enterprise*, you must stop him or a heavily populated planet will be destroyed.

Generations' gameplay falls into three parts: The astrogation room, where you deduce the next logical place to take the *Enterprise*; a space combat sub-game; and first-person Away missions that resemble Quake but are more puzzle oriented, like System Shock. Most of the fun comes from the Away missions—astrogation and space combat don't really reel you in.

Phasers on Kill

Generations suffers from a few major problems. It lacks any sort of multiplayer capability, and the graphics are far below



PROTIP: Save your game before running scans in the astrogation room. Everything takes time there.







PROTIP: During space combat with several ships, focus your fire on one at a time.

today's standards, using low-detail sprites rather than 3D objects. The controls are difficult during combat because you must aim the phaser while dodging enemy fire. The biggest problem, however, is that you can't save your game in the middle of a mission.

Despite these problems, Generations is enjoyable. The puzzles are well designed, and the game adheres to the spirit of the Star Trek universe, so run 'n' gun slaughtering gets you nowhere. The superb sound is straight from the movie.

Fans of the Star Trek universe and puzzle/adventure gamers should thoroughly enjoy Generations. Action fiends, however, should steer clear. **G**

Star Trek Generations By MicroProse

Graphics	Sound	Control	Fun Factor
 3.0	 4.0	 3.5	 3.5

\$60	Multiple views
Available now	Challenge: Advanced
Puzzle/adventure	Replay value: Medium
1 player	ESRB rating: Teen
32 missions	

Minimum System Specifications

- Windows 95
- Pentium 90
- 16 MB RAM
- 80 MB on hard drive
- Quad-speed CD-ROM drive
- DirectX-compatible sound card
- DirectX-compatible graphics card with 2 MB of VRAM



PROTIP: The phaser's middle settings are the best default.

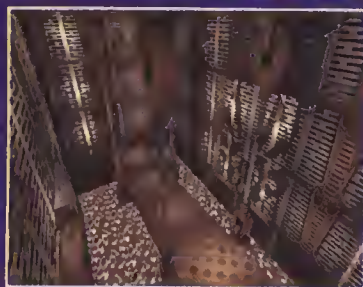


Quake 2

Win 95

id Software recently offered an early look at what will likely be one of the year's most hotly anticipated games: Quake 2. While few details beyond these images were made available, it's clear that Quake 2 will sport slicker, more highly detailed environments and more polished monsters. As Quake 2's targeted year-end release date nears, we'll keep you posted with more info and pix of the game.—*Air Hendrix*

Developed and published
by id Software
Available Winter





Shadow Warrior

DOS

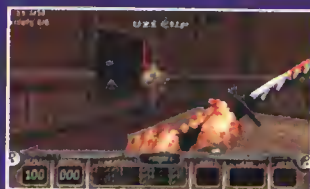
3D Realms is at it again with another first-person shoot-em-up bloodfest, *Shadow Warrior*. This time the Duke Nukem guys poke fun at martial arts flicks, dropping you into the role of Lo Wang, a highly skilled ninja pitted against a horde of evil supernatural forces.

Ninja Nukem

Like Duke Nukem 3D and Blood, *Shadow's* packed with lethal odds and ends. Among the many weapons you can find to improve your chances of survival are a missile launcher, an Uzi submachine gun, a quad-barrel shotgun, and sticky proximity mines—just to name a few. If you run out of ammo, you can toss decapitated heads and human hearts for effect. Other items, like smoke, gas, and flash bombs, lie in wait, as well as several health power-ups that range from first-aid kits to fortune cookies.

The enemies in *Shadow Warrior* run the gamut from stealthy to outright suicidal. For example, coolies strut around carrying boxes of TNT to shield them from gunfire, so engage them at your own risk! Other enemies, when defeated, commit suicide by putting their guns in their mouths and pulling the trigger! Yes, this is definitely a violent game.

The levels are huge and loaded with traps and secrets. Tucked away within these areas are forklifts and other heavy machinery, which you can operate. Let's see how tough the bad guys are when you drive up in a bulldozer!



Shadows isn't all blood and guts, though. Mixed in with the carnage are bits of goofy humor. For example, a fortune cookie power-up reads "Man who fart in church has to sit in his own pew!" But, even though it's meant in jest, the tired Asian stereotyping (your character insists on pronouncing the letter "r" as an "l") can be a turn-off.

Hai-Ya!

Even in the shareware version, it's clear that *Shadow Warrior* has all the makings of another hit from the makers of Duke Nukem 3D. Stay tuned to "PC GamePro" for a review of the final version. —By Major Mike

Developed by 3D Realms
Published by GT Interactive
Shareware Available Now
Full Version Available September



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Total Annihilation

Win 95

Before groaning "not another real-time strategy game," take a good look at Total Annihilation. Granted, it's another title in the C&C genre, but Total Annihilation has features and graphics that could push it to the head of the class.

Excellent Details

Annihilation sports fantastic graphics, especially the incredibly detailed attack units. One unit, a walking mech, actually pulls out its rifle and obliterates targets. The explosions feature flying debris and colorful blasts. The various 3D battle environments are depicted with equal detail, from the green trees in forest areas to the plateaus and rocks in barren deserts.

Real physics also apply to Total Annihilation. For example, if you set a tree ablaze, the wind can create a forest fire, while vehicles will slow down when going up a hill or speed up when going down.

The action is point-and-click, and the objective is simple: Obliterate your opponent. Other tactics, however, include salvaging opponents' wrecked vehicles to collect valuable resources and combining land and sea forces. For example, you can drop a tank on a battle cruiser for added firepower.

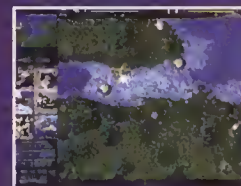
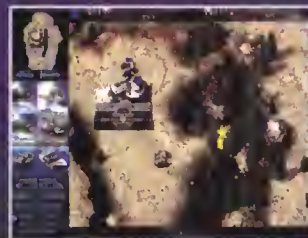
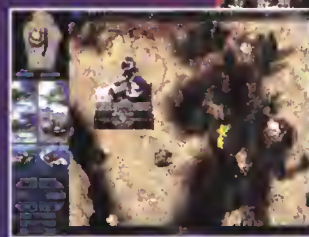
Annihilate the Competition

Although it's far from finished, Total Annihilation looks like a hot title. This is one real-time strategy game that has the potential to total the rest of the field. —Major Mike

Developed by Cavedog Entertainment

Published by GT Interactive

Available September



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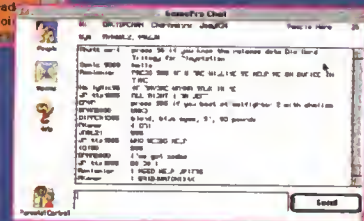
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Heavy Gear

Win 95

Quickly recovering from its loss of the MechWarrior license, Activision cut a deal with Target Games to develop a series of mech games based on Target's popular Heavy Gear board games. The first game out of the gates (with the obvious title, Heavy Gear) is set on Terra Nova, a planet filled with Earth refugees enmeshed in mech warfare.

Activision reports that most of the MechWarrior II team is hard at work on Heavy Gear, and the main thrust of its efforts revolves around ramping up the game's real-time 3D engine. On the graphics side, these early images showcase mechs with a much higher level of detail. We'll have more on this hot prospect in an upcoming issue.—*Air Hendrix*

*Developed and published by Activision
Available Winter*



Extreme Tactics

Win 95

Mac

Next up in the real-time strategy wars, Extreme Tactics separates itself from the pack of C&C clones with some striking features. Although you're battling to control the fuel on a resource-starved planet, you don't have to fuss with building structures—just the machines of war. Extreme Tactics gives you great control over those machines, allowing you to design every vehicle, choosing its weapons, armor, transport, A.I., and more. Other nice touches include an enemy A.I. that learns and responds and "the biggest maps yet," according to Media Station.—*Air Hendrix*

*Developed and published by Media Station
Available October*



Pax Imperia: Eminent Domain

Win 95

Mac

A sequel to the popular Mac game, Pax Imperia: Eminent Domain serves up a sturdy helping of hardcore space strategy and resource-management gameplay. Gamers choose from one of 16 species and battle it out for galactic domination on 800 planets using a point-and-click interface. Along with real-time combat, your powers of persuasion include diplomacy and espionage. Players must also devote resources to exploring alien territory, developing new technology, managing their planets' economic growth, and the like.—*Air Hendrix*

*Developed by Heliotrope Studios
Published by T-HQ
Available September*





Dark Earth

Win 95

As this promising action/adventure opens, a cataclysmic meteor shower blankets the Earth in darkness, and in the scant pockets of light, the survivors build cities. Playing as Arkhan, a young city guard poisoned by an intruder, you set out into the darklands in search of a cure—and ultimately the true roots of the global disaster.

Drawn with beautiful graphics, Dark Earth will remind many console gamers of Resident Evil as it involves exploring pre-rendered scenes from multiple camera angles. The gameplay entails lots of RPG-like conversations, side journeys, and exploring as Arkhan struggles to complete his quest. Plenty of user-controlled real-time combat keeps the action factor high. —*Air Hendrix*

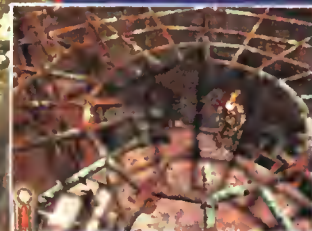
Developed by

Kalisto Entertainment

Publisher Not Yet Announced

Available September

DARK EARTH



Fallout

Win 95

Think about an RPG with the feel and style of Crusader that retains the immersive gameplay which make RPGs "da bomb." In Fallout, you get just that in a weird, post-apocalyptic, Road Warrior-type world filled with gang members, thieves, and mutants. Gamers can begin with a pre-generated character or build their own, modifying the character's skills as they progress through the game. Yet the most impressive

feature is the ability to target specific body parts and blow 'em away with a vast array of weapons. You'll be able to watch headless enemies wilt to the ground covered in

their own filth as you pick the pockets of their comrades. While you may need to be heavily packed (Pentium 120 with 32 MB RAM), the bounty for this most-wanted title is steadily climbing. —*Art Angel*

Developed and published by Interplay

Available July





By Art Angel

Poy Poy's a Bomberman-esque arcade/strategy game that rocks the house with great graphics, fun multiplayer action, and an unusual array of characters.

Four contestants are placed in unique stages that range from a desert with twisters spiraling you through the air to a prehistoric level with a rampaging dinosaur chomping at your every move. It's a game-show atmos-



phere where you throw bombs, rocks, and other objects at your opponents to score hit-points and knock them out of the game. Poy Poy packs a features wallop that includes numerous levels, one- to four-player competition, and three skill tournaments ranging from Junior to Master.



PROTIP: When all of your opponents are near a large bomb, hurl a rock at the bomb and watch the bodies scatter.

The graphics are excellent, including crisp backgrounds, sharp colors, and funky-looking characters. Poy Poy's audio excellence scores with grunts and groans mixed with exploding bombs and crashing rocks.

Controlling your character is pretty straightforward. Contestants can choose from a long list of special

throws; pick up and toss other players; and even roll out of the way of oncoming missiles.

When it comes to addictive, multiplayer player action on the PlayStation, Poy Poy's one of the best. Although it lacks the game speed of past multiplayer hits like Super Bomberman, it still

delivers enough rocks to the head to satisfy most maniac gamers. **G**



PROTIP: Gain proficiency using various gloves in the Exhibition-Practice Stage. You can also learn to avoid attacks with rolls and dives.



PROTIP: To win a three-round match, survival's important but not essential. Scoring direct hits and picking up special items alone can also lead to victory.

Poy Poy by Konami

Graphics	Sound	Control	Fun Factor
4.5	4.5	4.5	4.5

Price not available
Available now
Arcade/Strategy
4 players
Customizable views

Challenge: Adjustable
Replay value: High
ESRB rating: Kids to Adults

PLAYSTATION



By Art Angel

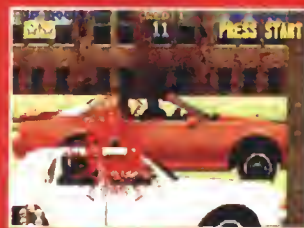
Lethal Enforcers I & II have been resurrected on the PlayStation to try to fill the 32-bit market's hole of solid shooters. Unfortunately, while the game does hold your



PROTIP: In LE I, defeat the Level 1 boss by letting every third rocket through and shooting it with six to eight shots.

attention for a time, the monotonous side-scrolling action quickly turns dry.

The graphics are exactly like the arcade, using visual stills to create realism. The limited character animations, however, leave much to be desired as enemies are either shooting or being shot



PROTIP: In levels with moving vehicles, don't shoot the tires.

Lethal Enforcers I&II

with no flipping in the air or curling on the ground. The sound is crisp and the music is appropriate for the format.

Control-wise, LE I & II is very sensitive and requires a careful eye and steady hand.

Unless you're a fan of LE I & II this is best left to the shooting rental range. **G**

Lethal Enforcers I & II by Konami

Graphics	Sound	Control	Fun Factor
4.0	4.0	3.5	3.5

Price not available
Available now
2 players
Shooting
Side-scrolling

Challenge: Adjustable
Replay: Medium
ESRB rating: Mature

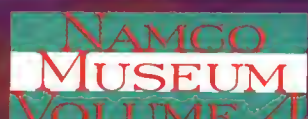


By Art Angel

Namco brings back the 80s again with Namco Museum Volume 4. Unfortunately, this fourth effort is mediocre at best.

Besides the Super Mario-like Pac-Land and the tank game Assault, Namco Museum also includes The Return of Ishtar (a mix of Gauntlet and Zelda), The Genji and the Heike Clans (a Shinobi type game), and Ordyne (a fantasy shooter). While the graphics are direct translations of their original counterparts, they're dated by today's standards.

The sound is decent, especially in stereo mode. The con-



PROTIP: In Assault, use the hyper-jump launch pad often to clear out enemy-filled areas.

trols, however, are a big problem. You'll need practice to do well in games other than Ordyne, which requires little skill.

This recent effort shows that the museum series should've ended a volume ago. **G**



PROTIP: In The Return of Ishtar, use the female magic-user to clear out the level.

Namco Museum Volume 4 by Namco

Graphics	Sound	Control	Fun Factor
3.0	3.5	3.0	3.0

Price not available
Available now
1 player
Arcade classics
Multi-format

Challenge: Intermediate
Replay: Medium
ESRB rating: Kids to Adults

SATURN

PREVIEW



Pandemonium
(By Crystal Dynamics)
By Art Angel



KIDS TO ADULTS



Price not available
Available now
Action/Adventure

1 player
18 levels
Multiple views



PROTIP: In Level 3, jump into the well just below the first column and try to pick up as many coins as possible while using the double bonus.

PROTIP: The PlayStation power-up passwords (see "SWATPro," May) work for the Saturn version as well. Try entering these codes at the Password screen: **Invincibility (HARDBODY)**, **31 lives (VITAMINS)**, or **level select (BORNFREE)**.



PROTIP: Be patient with the first boss, Shroom Lord. It's just a matter of time before you can light his fire. Use Nikki for this level and double-jump your way to victory.



Graphics

4.0 While Pandemonium's graphics aren't up to par with its PlayStation counterpart, they're superior to most other Saturn platform games. The constantly changing camera and gorgeous backgrounds really outshine the mediocre character sprites.



Sound

3.5 The sounds are similar to those in the PlayStation version, which is a shame. The nonsensical music and special effects are appropriate at first, but soon become annoying. Still, the sound is much sharper and crisper in this Saturn version.



Fun Factor

4.0 Although Pandemonium doesn't offer the true 3D freedom of Mario 64, the speed of Nights, or the challenge of Bug!, it's still a solid platform game. It breaks little new ground beyond the cool perspectives, but the gameplay's meaty enough to hold your interest.



PROTIP: Knock down anything you can, enter all cracks and crevasses with reckless abandon, and jump everywhere on the screen. You just never know what you'll find or where you'll find it.



PROTIP: When battling the second boss, Goon Honcho, kick his backside by using Nikki to jump on his fat head.



PROTIP: In bonus rounds, Fargus does a better job of getting through the course than Nikki. His cartwheel attack comes in handy against breakaway walls and when picking up coins.



Control

4.0 Both characters have a nice array of entertaining moves, but sluggish responses interfere at times, especially when performing Nikki's double jump. Also, Fargus's less potent abilities mean he has little to offer beyond acting as a handicap for more experienced gamers.

PROTIP: In Level 4, once you get the freeze power-up, never change to a different weapon. It freezes enemies until you can break them into pieces, which is particularly invaluable against giant spiders in cramped quarters.

PANDEMONIUM
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CLIP AND MAIL

THE 16-BIT GAMER'S SURVIVAL GUIDE



Mortal Kombat II Super NES



This time Nintendo, learning its lesson about giving consumers what they want, allowed Acclaim to release an exact duplicate of the arcade version of the game, complete with bloody Fatalities and gory special moves. This also happened to be the best of the MK series—it introduced new characters and expanded its combo system to include multiple-hit jugs and air throws, both of which were new to fighting games at the time.

Graphics	Sound	Control	Fun Factor
5.0	5.0	5.0	5.0

Genesis



Again, the Genesis version leaned toward speed and not graphic acuity. It was the faster

It lives! And now, with the coming of Mortal Kombat 4, will it continue to live on the 16-bit systems?

By Scary Larry

With the advent of Mortal Kombat 4 in the arcades (and probably for the PlayStation, Saturn, and N64) upon us, most 16-bit die-hards will take a long and loving look back at their almost defunct systems.

Is it time to dust off the Super NES and Genesis versions of Mortal Kombat? Will MK ever show its mortality? 16-bit players may have seen the best of the series...

Mortal Kombat

This was one of the biggest-selling video games of all time, and certainly the most popular 16-bit fighting game ever made. The draw was simple: A one-on-one fighting game that featured fast action, blood-spurting moves, and gory Fatalities.

Super NES



Well, almost. This was also a time of great concern over video game violence, with everyone from grass-roots parental groups to the U.S. Congress getting in on the act. Nintendo, bowing to severe pressure from parents (and keeping in line with their then squeaky-clean image), forced the publisher, Acclaim, to release a nonviolent version of the game with no blood and the more severe Fatalities downgraded. The result? Acclaim (and consequently, Nintendo) suffered a huge loss in game sales compared to the Genesis version of the game.

Graphics	Sound	Control	Fun Factor
5.0	4.5	3.5	5.0

Genesis



The Genesis version featured everything that the arcade did, including breakup, slowdown, and cheap moves. Although it did showcase every bloody Fatality, the limits of the Genesis engine made the game appear pixelated and blocky.

With this version, gamers could also turn the Fatalities on or off and use codes to select different fighters and backgrounds for each match. This was the beginning of the extreme popularity of the "Easter egg," a term used for codes that allowed players to access hidden elements in a game. (See the sidebar on tips.)

Graphics	Sound	Control	Fun Factor
4.5	4.0	4.0	5.0

Super NES

Mortal Kombat II

Random Characters: At fighter-select screen, hold Up and press Start

Handicap the CPU: At fighter-select screen, press Down, Up, Right, Up, Left, and Select

29 Kredits: At fighter-select screen, press Left, Up, Right, Down, Left, and Select

Fight Noob: At fighter-select screen, press Left, Up, Down, Down, Right, Select

Fight Jade: At fighter-select screen, press Up, Down, Down, Left, Right, and Select

Fight Smoke: At fighter-select screen, press Up, Left, Up, Up, Right, and Select

Fight Shao Kahn: At fighter-select screen, press Right, Up, Up, Right, Left, and Select

Fight Kintaro: At fighter-select screen, press Up, Down, Down, Right, Right, and Select

Destroy the Logo: Hold L and R as you turn on the game, then watch as Shao Kahn and Kintaro destroy the Acclaim logo.

Quickly enter the following cheats at the character-select screen. A whooshing sound will confirm each trick.

Double Fatality Time: Up, Up, Left, Up, Down, Select

Super Damage: Down, Up, Right, Up, Left, and Select

Mortal Kombat 3

Tournament Mode and Random Select: At the Start/Options screen, put the cursor next to "Start." Simultaneously hold buttons L and R and press the Start button. You can now enter a two-player team tournament mode. For a random-fighter select, hold Up and press Start at the fighter-select screen.

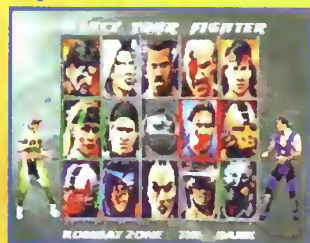


THE 16-BIT GAMER'S SURVIVAL GUIDE


of the two MK IIs, but the SNES version looked better. To its credit, the moves were easier to perform on the Genesis six-button controller (made specifically for MK II) than they were on the awkwardly designed SNES controller.

Graphics	Sound	Control	Fun Factor
			
4.5	3.5	5.0	4.5

Mortal Kombat 3 Super NES



The SNES version of MK 3 was plagued by slowdown, a complicated new Run button, and a more aggressive computer A.I. But more importantly, it came at a time when more impressive fighting games (like Tekken and Toshinden) were being released for higher-end 32-bit systems. The game's engine was being used to its fullest, but with more fighters and fewer improvements in the actual gameplay, the wear and tear on the MK franchise was becoming more apparent to fight fans everywhere.

Graphics	Sound	Control	Fun Factor
			
4.0	3.0	4.0	4.0

Kool Stuff, Sound Test, Play as Smoke, and Ultimate Tournament Mode
Kool Stuff: At the Start/Options screen, press Up, Up, Down, Down, Left, Right, A, B, A. The option "Kool Stuff," which is filled with cheats like maximum Fatality time and other goodies, will appear.

Sound Test: At the Start/Options screen, press A, Y, B, X. A Mortal Kombat Sound Menu appears that will enable you to listen to the music and sound effects.

To play as Smoke, perform the following button presses at these successive screens:
MK3 Trademark screen
Simultaneously press and hold Left and A.

Genesis



Like its counterpart on the SNES, MK3 on the Genesis soon became obsolete. Slow and graphically inferior to the newly arrived PSX fighting games, as well as lacking originality, the game failed to be as big a hit as previous MKs. This also marked the period when Williams took over the development and distribution of the MK series from Acclaim.

Graphics	Sound	Control	Fun Factor
			
3.0	3.0	4.0	3.5

Ultimate Mortal Kombat 3 Genesis



By the time UMK hit the shelves, the 32-bit systems were in full swing, with versions of Ultimate MK and MK Trilogy inspiring most hard-core gamers to turn their backs on the 16-

Williams Logo Screen
Simultaneously press and hold Right and B.
"There is no knowledge that is not power"
Simultaneously press and hold X and Y.

Ultimate Tournament Mode: This code accesses a tournament contest where all the fighters are randomly chosen—including Smoke! Begin a normal two-player game and pick any two fighters. Then, at the Versus screen, Player One hold Up and press High Punch, Low Kick, Low Punch, Low Punch. Player Two hold Up and press High Punch, High Punch, Low Kick, Low Kick, Low Punch.



bit versions. Although it received a fairly positive review, sales were not as high as expected and the game quickly became a discount item in most stores. Another problem at the time was the frequent rumors that the 16-bit versions of the game were never going to be released, which pushed release dates all the way until Christmas 1996.

Graphics	Sound	Control	Fun Factor
			
4.0	2.5	4.0	3.5

Mortal Kombat 4?

And alas, dear Kombatants, we have come to the end of the road for the 16-bit systems, with no mention of Mortal Kombat 4 for the SNES or Genesis in sight. Although many believe that Mortal Kombat II was the best playing, best looking, and most original of the series, it would have been nice to see what could have been done for die-hard 16-bit gamers.

Scott's Stuff: At the Start, Options screen, press X, B, A, Y, Up, Left, Down, Right, Down.

Kooler Stuff: At the Start/Options screen, press Select, A, B, Right, Left, Down, Down, Up, Up.

Ultimate Mortal Kombat

Play as Human Smoke: At the fighter-select screen, pick Smoke. Then simultaneously press and hold High Punch, High Kick, Run, Block, and Left. Keep these buttons held until the fight starts. At the start of the match, cyber-Smoke will explode into human Smoke.

Genesis

Mortal Kombat

Blood Code: At the game-start screen, press A, B, A, C, A, B, B.

Super Cheats

At the game-start screen, press Down, Up, Left, Left, A, Right, and Down. The words "Cheat Enabled" will appear underneath "option." Choose the Cheat option to access the following choices:

Fighter 1 and 2: Choose your fighter

Plan Base: The computer's strategy for fighting opponents

Chop-Chop: Bonus rounds

1play and 2play Chop: Sets the bonus rounds for each

Demo: Watch the cameos and biographies for each player

Flag 0: Player 2 loses after taking one hit

Flag 1: Player 1 loses after taking one hit

Flag 2: Go straight to Reptile (you must defeat your opponent at the Pit with a double flawless and a Fatality)

Flag 3: Choose the Pit as your first background

Flag 4: Reptile clues appear before each match

Flag 5: Unlimited continues

Flag 6: Computer characters always execute Fatalities

Flag 7: Fight in the Courtyard against tougher opponents

Blood: Turns blood off

Cheat: Turns cheat off

First Map: Choose the first background for your fight

Mortal Kombat II

Test Modes: In the Options menu, place the cursor on "DONE." Now press Left, Down, Left, Right, Down, Right, Left, Left, Right, and Right. The words "Test Mode" should appear. Highlight and access the Test Mode menu for unique options.

Mortal Kombat 3

Cheats: At the Start Game/Options screen, press A, C, Up, B, Up, B, A, Down. The Secret Cheats option will appear, giving you more continues, a sound test, and a bio-screen for each character.

Play as Smoke: At the MK 3 logo, press A, B, B, A, Down, A, B, B, A, Down, Up, Up. The screen will turn red. Now, at the Select Your Fighter screen, you can select Smoke.

Endurance Match: At the Start Game/Options screen, simultaneously hold A, B, and C, and press Start. You'll enter an Endurance mode where four players can battle it out.

Secrets Menu: At the Start Game/Options screen, press B, A, Down, Left, A, Down, C, Right, Up, Down. A Secrets option will appear. Now you can turn the timer off, see each character's win screen, and pick your Kombat Zone.

Access Smoke, Bosses, and Hidden Game:

At the Start Game/Options screen, press C, Right, A, Left, A, Up, C, Right, A, Left, A, Up. Now you can access Smoke and the bosses and even play a hidden game.

SPORTS PAGES

Konami's SuperStar Soccer Outshines FIFA



Nintendo 64

International SuperStar Soccer 64

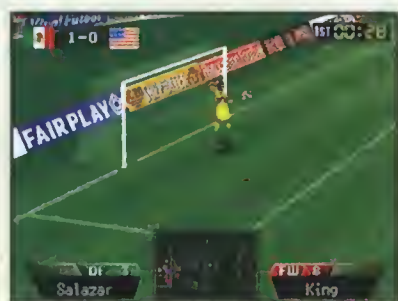
By Air Hendrix

Konami's been in the PlayStation sports game for a while now, releasing a steady string of solid but mostly unexceptional titles. But its first N64 outing, International SuperStar Soccer, leaps straight to the top, rocketing past EA Sports' FIFA Soccer with addictive gameplay, excellent features, and eye-catching graphics.

Goal! Goal! Goal!

SuperStar digs in its cleats with a netful of sharp features. The exhaustive list of national teams is manned by fantasy players who kick off in Exhibition, International Cup, World League, Scenario, Penalty Kick Shootout, and Training modes. As for moves, players are armed to the teeth with one-two passes, lobbs, slide tackles, shoulder charges, feints, headers, and much more. Other standouts include player creation, changing strategy on the fly, and thorough options for adjusting formations, zones, marking, and player positioning. Beginners will appreciate the detailed onscreen help text, handy field "radar," and the useful Training mode, which combined make mastering SuperStar a breeze.

With such detailed features, SuperStar lets you do just about everything a soccer fan would expect in a round of "football," and the tight, responsive controls back you up all the way. Spirited gameplay puts on the finishing touches, delivering an arcade-ish experience that, while not as realistic as FIFA, ranks much higher on the fun scale.



PROTIP: The longer you hold down the Shoot button, the higher the shot goes, so start pressing in advance if you want to go top shelf.



PROTIP: The best scoring chances come from booting in rebounds. If you don't have a wide-open shot, drill one hard at the goalie and immediately move another man in tight to chase the bounce.

tives keep you in the game much better than FIFA does.

SuperStar trips up in the sound department, though. The cheesy bargain-basement muzak will instantly set your teeth on edge, while the announcer, though generally competent, stutters too often. The onfield sounds and crowd chants, however, work just fine.

World Cup Contender

SuperStar is not without its flaws—real-life players, a slick FIFA-like presentation, and smokin' sounds would've been the perfect finishing touches. But the game's sheer playability and unending features far outweigh those considerations. Even if you don't get a kick out of most soccer games, SuperStar's got more than enough game to reel you in, and will go a long way toward quenching the thirst of sports-deprived N64 gamers. **G**

Field of Dreams

Visually, SuperStar blasts one past the goalie with impressively realistic, graceful players. Classic moves like the heel lift and feint really bring the action to life, while the smooth camera movements and close perspec-

International SuperStar Soccer 64 By Konami			
Graphics	Sound	Control	Fun Factor
 4.5	 3.5	 4.5	 4.5
Price not available			
64 megs			
Available July			
Soccer			
4 players			
Multiple views			
Challenge: Adjustable			
Replay value: High			
ESRB rating: Kids to Adults			

SuperStar Tips



PROTIP: If you have two forwards in front of the net, use a one-two pass, which frees up the ball carrier by drawing coverage to the other man.



PROTIP: If you're boxed out of the area in front of the net, send your ball carrier to the corner, lob the ball toward the net, and go for a header.



All-Star Baseball '97 Featuring Frank Thomas

PlayStation By The Rookie

All-Star Baseball '97 Featuring Frank Thomas is hitting the diamond for a mid-season release. The lack of solid control and 3D player graphics, however, leaves All-Star eating the dust of this year's competition.

Three Pitches, Three Outs

All-Star takes the field in Exhibition, Season, Playoff, All-Star, Batting Practice, and Home Run Derby modes—and features full-season stat tracking in more than 27 categories. This year's game also delivers all 28 major-league teams, including the expansion teams, and 3D rendering of all the stadiums. Gamers will find a complete schedule, including interleague play, and lineups composed of over 700 pro hardballers.

Aside from these options, average graphics and poor control make All-Star Baseball strike out looking. The players are flat and 2D, while occasionally bad camera angles really drag down

the action. The control is atrocious because the players react to the ball too late, and you can't manually switch to the player close to the ball. While the pace is fast, only younger gamers will probably enjoy All-Star.

On the plus side, the sound does a nice job at creating a ballpark atmosphere with crowd and vendor effects. Jon Miller of San Francisco Giants fame calls the play-by-play and is probably the only reason to rent this game. Sad.

All-Star Baseball '97 Featuring Frank Thomas by Acclaim			
Graphics	Sound	Control	Fun Factor
2.5	4.0	2.5	1.5
Price not available Available now Baseball 2 players		Challenge: Adjustable Replay value: Low ESRB rating: Kids to Adults	

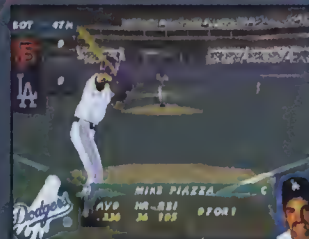
Back to the Minors

With the impressive Triple Play '98 available, gamers should avoid this diamond debacle at all costs. But if you must indulge, this is definitely rental material. **G**

All-Star Baseball Tips



PROTIP: When pitching with Nomo, work the corners with fastballs, then bust 'em with a slider.



PROTIP: When batting with players like Piazza and Bonds, start out hugging the plate then back away as soon as the pitch is delivered to go for a homer.



PROTIP: When the CPU hits to the outfield, wait until the base runner rounds first before picking up the ball, then throw it to second to get an easy out.



All-Star Baseball '97 Featuring Frank Thomas

Saturn By The Rookie

Leading off for the Saturn is All-Star Baseball '97 Featuring Frank Thomas. Unlike the PlayStation game, the Saturn version features better control to deliver a more enjoyable playing experience.

A Day at the Park

Take the mound in Season (which includes interleague play), Exhibition, and Playoff modes, or take your cracks in the Home Run Derby, Batting Practice, or All-Star game. The rosters are loaded with more than 700 real players, and with the MLB license, gamers will find all

the real-life teams and logos.

While All-Star's graphics and control aren't stellar, they're reminiscent of World Series Baseball II. You'll find the players flat and 2D, but the fast frame rate helps bring a smooth feel to the game. The control, however, is more frustrating than WSB II's because you can't manually switch to the player closest to the ball.

The saving grace is the sound. Jon Miller of San Francisco Giants and ESPN fame adds his voice, which provides a great polish to the overall feel of the game. You'll also find decent crowd and stadium-vendor effects laid into the background.

All-Star Baseball '97 Featuring Frank Thomas by Acclaim			
Graphics	Sound	Control	Fun Factor
2.5	4.0	3.0	3.0
Price not available Available now Baseball 2 players		Challenge: Adjustable Replay value: Medium ESRB rating: Kids to Adults	

All-Star Baseball Tips



PROTIP: Start your pitcher away from the batter when throwing a fastball, then give it some after-touch to paint the outside corner for a strike.



PROTIP: If the CPU starts you out with an off-speed pitch, be prepared for a fastball on its second pitch.



PROTIP: Start the CPU with a fastball, then come back with a curve. If it lays off the curve, throw another curve on the outside of the plate and watch him swing at air.

Base Hit to Right Field

For younger gamers and those that don't want to spend time playing slower-paced games, All-Star Baseball delivers a fair round on the mound. With World Series Baseball '98 around the corner, though, a mid-week rental is a good idea if you're looking for some arcade-style fun. **G**

SPORTS INSIDER PREVIEWS



NFL GameDay '98

PlayStation

By Air Hendrix



Last season GameDay went helmet-to-helmet with Madden at the goal line. This year's GameDay brings its "A" game to the field once more, starting with a graphics overhaul.

Pigskin Play



GameDay '98 kicks off with some strong new features that nicely augment last year's lineup. Along with Preseason and Season modes, gamers will also find Practice, Super Bowl, and Pro Bowl modes in either Sim-, Arcade-, or Total Control-style action. The playbook, which weighs in at over 500 plays, is being updated to reflect the latest trends in the NFL, and a new drafting format will improve on the limited drafts of the previous game.



Developed and published by Sony
Available September

70% COMPLETE

Gridiron Graphics



Visually, GameDay '98's charging into 3D with fully polygonal graphics, including the players, stadiums, and all the sideline personnel. Sony's lining up Jerome Bettis and Tim Brown for motion-capture duty, but all the players will be scaled to their actual weight and height. As for sounds, an announcer will handle PA duties as well as play calling, while revamped sound effects deliver new crowd chants and the like.



SPORTS INSIDER PREVIEWS



NHL Face Off '98

PlayStation

By Air Hendrix



After taking the Stanley Cup last year with its topnotch gameplay, Face Off heads back to the ice with a dramatic improvement in the series' greatest shortcoming: graphics.



Rinkside Sights



Face Off '98 will catch your eye right off the stick with its snazzy new 3D polygonal graphics, which imbue the players with a much more realistic look. The players also sport well-detailed uniforms (including home, away, and alternate), while each team's arena is decked out with authentic on-ice logos and other markings. On the sound side, Ducks announcer Mike Carlucci mans the PA, and Sony's also promising new sound effects for organ tunes, crowd chants, checking, and more.

Puck Performance



Following the visual move into the third dimension, Face Off's fighting will also go 3D, adding in new moves like pulling and pushing. Gamers will also find new strategy features, such as the dump-n-chase offense, and nice touches like season-end trophies (the Vezina, Presidents, and so on). Along with the standard lineup of pro teams and players, Face Off will retain its innovative icon passing, trades, player creation, and strong lineup of moves.



Developed by Sony & Killer Game
Published by Sony
Available October

50% COMPLETE



CART World Series

PlayStation

By Air Hendrix



After scoring the license from the recently renamed CART league (Championship Auto Racing Teams, formerly known as the IndyCar league), Sony's gunning for the checkered flag with CART World Series, a slick-looking Indy-car racing game.

Under the Hood



CART puts the wrench in your hands with a sturdy lineup of configuration options, including camber and gear-ratio adjustments, tire pressure and hardness, fuel load, weight distribution, and aerodynamics. As the race wears on, pit stops refurbish your car, and Sony's planning on making it possible for every part on the car to be damaged or fall off after a collision.



Developed and published
by Sony
Available October

50% COMPLETE



On the Track



CART World Series loads up with 12 authentic CART courses, including well-known tracks like Nazareth, Rio de Janeiro, Vancouver, and more. One or two drivers can warm up their engines in Season, Single Race, and Practice modes. Players choose from 20 CART teams with real-life drivers like Alex Zanardi and Bobby Rahal, then blaze toward the finish in arcade- or sim-style action. If driving as a CART star doesn't appeal to you, CART World Series also provides a create-a-driver option.



SPORTS INSIDER PREVIEWS



NCAA Football '98

PlayStation

Minicamps are almost over, and the early polls show NCAA Football as the preseason favorite to win the '98 national championship. This game's fantastic list of features includes all the teams, plays, and game options a grid-iron graduate could dream of. One of the coolest and most helpful is the new Practice mode, where you can run any play from anywhere on the field to get your timing down before the Big Game.

Graphically, the level of detail surpasses even Madden '97 with receivers stretching their arms out to catch passes, vicious sacks that cause fumbles or incompletions if the quarterback is about to throw, and ball carriers bending over to cover up the pignose as they burst through a hole. Number one in the nation? Only time will tell, but if this early look is any indication,

NCAA Football's headed straight to the top.

—Johnny Ballgame



Developed by Tiburon
Published by EA Sports
Available August

70% COMPLETE



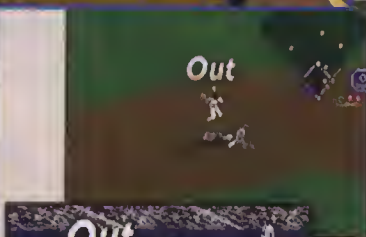
World Series Baseball '98

Saturn

This third edition of World Series Baseball swings for the fences with a new polygonal look and a few new options to pepper up gameplay and add to the overall sense of ballpark realism. All the '97

MLB rosters are here, along with the option to call up key minor leaguers to help out your ballclub. Interleague play and 3D texture mapping of all 30 major-league stadiums round out the features lineup.

The most noticeable change is the switch from sprites to polygon graphics, which endows players with more realistic movements. Pitchers take the mound with individual throwing motions, while batters step to the plate with their authentic stances, visibly reacting to strikeouts, bad swings, and inside pitches. WSB has the big-league potential to be the Saturn's number one stopper against Triple Play '98. —Johnny Ballgame



Developed and published by
Sega Sports
Available July

80% COMPLETE

SPORTS INSIDER PREVIEWS



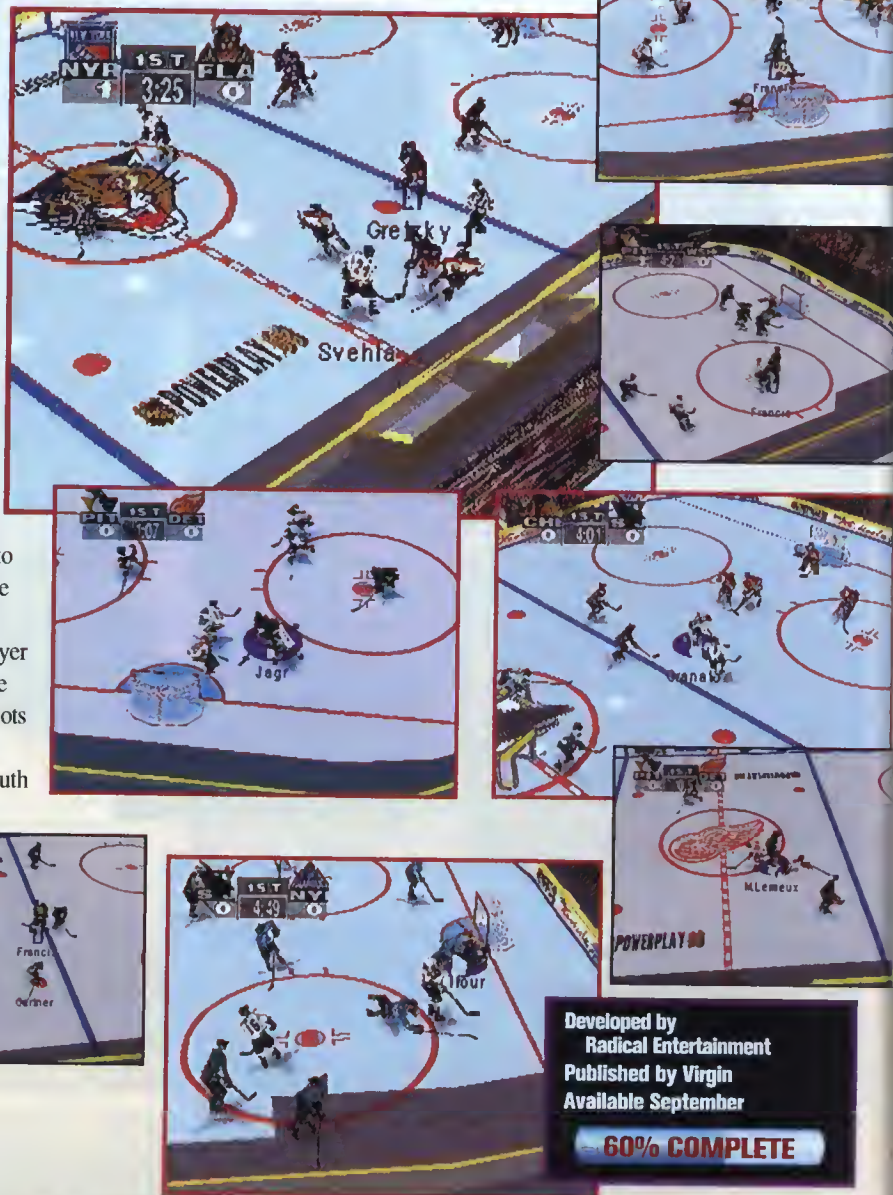
NHL Powerplay '98

PlayStation

Hot on the ice after an excellent debut last year comes NHL Powerplay '98. Hockey-heads will find all 26 NHL teams, as well as East and West All-Star teams, and 16 international teams. Gamers will be able to sharpen their skates in Exhibition, Season, and Playoff modes, with an option to compete in World Toumey action.

The list of features for this face-off includes a more intuitive A.I., goalies that play aggressively and leave the crease (you can even give 'em a bump if they wander behind the net to chase a puck), selectable plays based on actual strategies, and the ability to switch up and customize line changes on the fly. Puck pugilists will also be happy to know that they will be able to drop the gloves with the addition of fighting to this year's ice madness.

Round this out with smoother, more realistic player movements, alternate jerseys, and the ability to choose from six camera angles, and you've got a game with lots of potential. Be on the lookout, Jagr wannabes, NHL Powerplay '98 just might have you frothing at the mouth this fall.—*The Rookie*



Cool Boarders 2

PlayStation

There's a new dose of downhill insanity speeding toward PlayStation shredders everywhere—Cool Boarders 2! A dramatic improvement over the first Cool Boarders, CB2 will feature 16 tracks and new gameplay options that include Season, Slalom, Half Pipe, Practice, and Two-Player Versus modes. Also incorporated into this year's effort are three difficulty settings, seven boarders, over 12 boards (you can even create your own), and 40 new maneuvers that include Front Side 540s and Caballeria Tweaks. The adrenaline rush hits the slopes later this year.—*The Rookie*

SPORTS INSIDER PREVIEWS



F1 Pole Position 64

Nintendo 64

Hardcore racing's headed for the N64 starting line as Ubi Soft puts the finishing touches on F1 Pole Position 64. Loaded with 30 cars, 30 drivers, and 16 tracks modeled after the real-life Formula 1, Pole packs in exhaustive car-configuration options and exhibition or season racing. The lack of multiplayer action's a real downer, though.

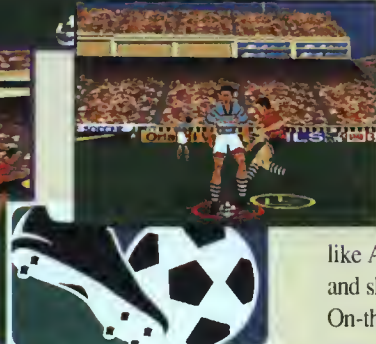
As far as gameplay goes, Pole's much more arcade-ish than Psygnosis' F1 game on the PlayStation, but its rigorous, realistic action will still scare off the Cruis'n USA crowd. Pole, however, will definitely offer an enjoyable challenge to sport racing fans. In the unfinished preview version we played, Pole's sounds and graphics lacked that N64 razzle-dazzle, but Ubi Soft is working on tuning all that up, so hopefully the final game will deliver some major thrills.

—Air Hendrix



Developed by Human Entertainment
Published by Ubi Soft
Available September

70% COMPLETE



Developed by Z-AXIS
Published by BMG Interactive
Available September

60% COMPLETE



Major League Soccer

PlayStation Win 95

America's newly born soccer league is reporting straight to the game arena with Major League Soccer. To stand out from the soccer crowd, MLS's developers are focusing on gameplay, striving to bring the real experience and tactics of soccer to life by attending to details like eliminating cheesy "hot spots" for shooting and creating CPU teammates who react like real players would.

As far as features go, MLS sports all ten big-league teams, along with all the real-life stadiums and players, including stars like Alexi Lalas. Offensively, players will find several types of passes and shots, while the defensive lineup includes pokes, tackles, and fouls. On-the-fly strategy lets gamers tune player positioning and tactics or mark star players for coverage. Visually, MLS already shines with impressive polygonal players who sport details like faces, logos, names, and numbers.—Air Hendrix



ROLE-PLAYER'S REALM

THE MONTHLY GUIDE TO THE BEST ROLE-PLAYING GAMES • AUGUST '97



FINAL FANTASY VII

Update!

PlayStation

By Bro Buzz

A fantasy is in the making with Final Fantasy VII, which is set to make its American debut on September 7. But even though Sony reports that FFXVII has sold over 3 million copies in Japan (see "Special Feature: Final Fantasy VII," May), how will this highly



You'll get hints to help you beat nasty bosses.

hyped next-gen RPG play here in the U.S.?

Talking the Talk

According to Square USA, the Final Fantasy VII U.S. version will closely resemble its Japanese counterpart. The changes that were revealed at a press conference in Square's new Honolulu development offices by Square president and Final Fantasy creator, Hiroshi Sakaguchi, are said to be primarily aimed at making the game flow smoother to suit the tastes of action-hungry American gamers. The story of Cloud Strife's battle against the evil Shinra organization is, after all, an epic RPG—a genre wildly popular in Japan but



Menu system enhancements should improve gameplay.

relegated to niche status in America. Sony and Square both expect Final Fantasy VII to make video game history by changing all that.

Naturally, translation from Japanese to English is a primary concern and Square USA has taken scrupulous pains to make the translation primo. The work is being done at the Square offices in Los Angeles, rather than in Japan, by American translators who are fluent in Japanese. This is to ensure that all the Japanese conceptual nuances are intelligibly communicated to American gamers.



A pre-sale program went into effect July 7.

Walking the Walk

But more than language has been changed in the American version of FFXVII. There are several types of games woven into the complex FFXVII story, including a motorcycle racing/ combat game and a snowboarding sequence. The action in these types of sequences has been tightened up for smoother gameplay.

Also, casting magic in FFXVII requires the use of specific crystals called Materia that must be fitted into slots in weapons and armor. The Materia menu system interface has been slightly tweaked to make it less involved and more user-friendly.

Other major additions have been made to cater to the action-oriented mentality of American gamers. The enemy encounter rate has been adjusted for slightly fewer face-offs with enemies in exchange for a smoother flowing game and a more focused story. Also, hint

Final Fantasy VII: Made for America

- Enemy encounter rate reduced
- Action-oriented subgames juiced
- Materia menu streamlined
- Area exits easier to find
- Onscreen hints during some boss battles
- Two new bosses added to ending sequence



Action sequences, like the 3D bike race, will pick up speed.

messages have been added to increase your chances of surviving encounters against particularly deadly bosses. Finally, the game's ending has been beefed up with the addition of two more bosses.

Hip To Be Square

Square and Sony hope FFXVII captures the hearts and minds of American PlayStation gamers everywhere. That could be a fantasy come true. **G**

Published by Sony
Developed by Squaresoft
Available in the U.S. September 7

100% COMPLETE
(Japanese version)



Samurai Showdown RPG

PlayStation

Saturn

Neo-Geo CD

The Samurai Showdown series transforms from a 2D fighter to an action RPG in SNK's latest game, due out in Japan this summer (look for it to hit U.S. shores this fall). In Samurai Showdown RPG, you choose from six characters, each with their own strengths and weaknesses. The game's story also changes depending on which character you select.

One of the coolest aspects of Showdown RPG is the battle scenes. You use fighting-game-style button presses and D-pad movements to strike your enemy, not the typical RPG menu system of weapons and magic.

The story revolves around Samurai villain Amakusashiro's soul, the queen of hell, and assorted fiery demons, as they try to unleash their fiendish

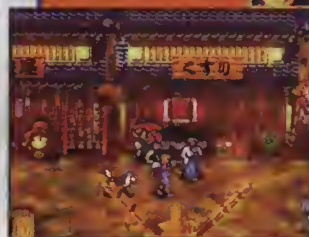
plan across the planet. Only the fiercest and strongest samurais can stop the evil before it's too late.

—Robinson Hood



Published and developed by SNK
Available June in Japan

90% COMPLETE



Shining the Holy Ark

Saturn

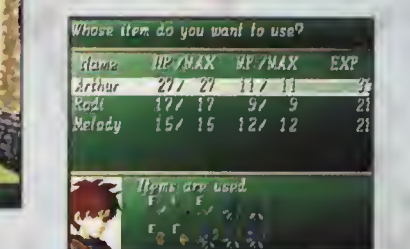
Shining the Holy Ark will intrigue RPGers with its grueling story of life and death, addicting gameplay, and showy rendered action sequences. Your journey takes you through haunted lands as you try to save a sorcerer friend who's been kidnapped by evil spirits.

You purchase weapons, learn new spells, battle monsters, and search vast lands in a first-person perspective.

The 3D backgrounds are filled with large, colorful, sprite-based characters. There's also an advanced automap feature to help you find your way through the huge, and sometimes overwhelming, levels. Although still in development, Shining looks like one of the most enchanting and engrossing RPGs of the year.—Robinson Hood

Published and developed by Sega
Available June

90% COMPLETE



THE FIGHTER'S *EDGE*

GAME-WINNING COMBOS AND STRATEGIES

TEKKEN 3

This real-deal strategy guide teaches you all the moves and some 10-hit combos for the fiercest fighters to date!

By Major Mike and
Johnny Ballgame

BASIC ARTS

Here are some of the best basic moves to help you win the tournament.

Ankle Kick



After being knocked down, tap (↓ RK) to kick your opponent low while you're still on the ground.

Supercharger



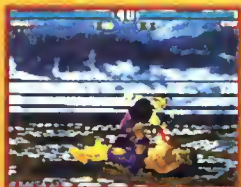
Tap (LP RP LK RK) to charge your fighter. Your moves will now inflict more damage for about five seconds.

Knockdown



To tackle an opponent, simply run at him by tapping →, →. When you run into him, you take him to the ground.

Knockdown to Knockout



After tackling an opponent, smack him around by tapping LP, RP, LP, RP.

Counter

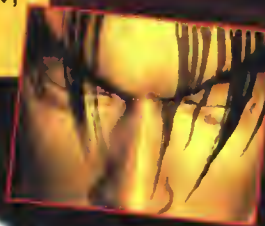
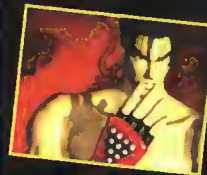


If you're the one on the ground getting pummeled, repeatedly tap the punch buttons to escape your opponent's barrage.

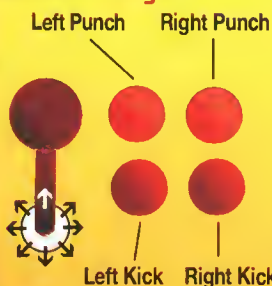
Sidestep



To move to the left or right of an opponent, tap ↑, ↓, or tap ↓, ↑.



Controller Legend



LP = Left Punch RP = Right Punch
LK = Left Kick RK = Right Kick

Motion = Move the joystick in one smooth, continuous motion.

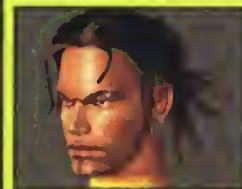
Tap = Tap the indicated buttons or directions in sequence.

Charge = Hold the direction or button indicated for the time indicated.

() = Execute commands in parentheses simultaneously.

Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any Toward and Away commands.

EDDY GORDO



Rio Deal



When in close to an opponent, tap (LP LK)

Rio Special



When in close to an opponent, tap (RP RK)

Missile Launcher

When in close to an opponent's left side, tap (LP LK), or tap (RP RK)

Shadow Dancer

When in close to an opponent's right side, tap (LP LK), or tap (RP RK)

Air Mail

When in close behind an opponent, tap (LP LK), or tap (RP RK)

Reverse Throw

When in close with your back to an opponent, tap (LP LK), or tap (RP RK)

Rodeo Spin



Motion ← ↓ ↘, hold →, tap (LP RP)

THE FIGHTER'S EDGE PRESENTS: TEKKEN 3

Back Summy



Tap →, hold →, tap RK

Back Summy With Scoot Kick

Tap →, hold →, tap RK, hold ↓

Back Summy With Fire Kick

Tap →, hold →, tap RK, LK

Back-Summy Crouch

Tap →, hold →, tap RK, RK

Tuck N' Roll



While crouching, tap (↘ LP RP)

Brush Fire



Tap (→ LK)

Lunging Brush Fire



Tap →, hold →, tap LK

Lunging Brush Fire to Lay Down

Tap →, hold →, tap LK, hold ↓

Lunging Brush Fire With Fadeaway

Tap →, hold →, tap LK, hold ←

Freak Show



Tap (↘ LK RK)

Freak Show To Crouch

Tap (↘ LK RK), hold ↓

Toe Tap



Tap (↘ LK)

Kneecap Crusher



Tap (↘ RK)

Elbow Uppercut



Tap (↘ RP)

Boomerang



Tap →, hold →, tap (LK RK)

Fruit Picker



Tap (↘ LK RK)

Note: Tap ←, hold ← to cancel

Leg Whip



Tap (← RK)

Knee Thruster



Tap (← LK)

Back Handspring



Tap (LK RK)

Fire Kick



Tap (↑ LK RK), or tap (↗ LK RK)

Fire Kick and Relax

Tap (↑ LK RK), ↘, or tap (↗ LK RK), ↓

Handstand



Tap (→ LP RP)

Note: Perform the following moves during the Handstand

Backwards Handstand

Hold ←

Forward Handstand

Hold ↘

Walking Handstand

Tap →

Handstand to Armadillo

Tap (→ LP RP)

Handstand Perch

Hold ↓

Handstand Tilt Right (Forward)

Tap ↑

Handstand Tilt Right (Backward)

Tap ↓

Handstand Tilt Right (Low Kick)

Tap (↑ LK RK), or tap (↓ LK RK)

Handstand To Helicopter

Tap RK

Handstand To Circle Sit

Tap RK, (LK RK)

Handstand to Circle Stand

Tap LK, RK

Handstand to Scoot Kick

Tap LK, RK, hold ←

Handstand to Giant Step

Tap LK

Handstand to Combo

Tap LK, ←

Handstand To Flop Kick

Hold ↓, tap (LK RK)

Handstand To Flop Right

Tap LP

Handstand To Flop Left

Tap RP

Handstand to Circus

Tap RP, RK, hold ←

Handstand To Carnival

Tap RP, RK, LK

Handstand to Super Carnival

Tap RP, RK, LK, hold ←

Handstand to Calipso

Tap LP, LK, LK

Handstand to Dive

Tap →, hold →, tap (LP RP)

Handstand to Straight Flop

Tap (↑ LK), or tap (↑ RK)

Handstand to Rotator

Tap (↑ LK), hold ↓, or tap (↑ RK), hold ↓

Rio Delight

Tap LK, pause, tap RK

Low Header

Tap (LP RP)

Ipanema Wings

Tap RK, LK

Low Front Stinger

Tap (LK RK)

Low Front Stinger Cancel Kick

Tap (LK RK), LK

Slippery Kick Combo

Tap RK, LK, (LK RK)

Barbed Wire



Tap (↘ RK)

Barbed Wire To Handstand

Tap (↘ RK), (← RK)

Rewinder

Tap (LP RP), or tap (↓ LP RP)

Note: Perform the following moves during the Rewinder

Jumping Jacks

Tap (↑ LK)

Jumping Jacks To Lay Down

Tap (↑ LK), hold ↓

Jumping Jacks To Back Kick

Tap (↑ LK), LK

Jumping Jacks To Evil Stinger

Tap (↑ LK), hold ↓, tap (LK RK)

Jumping Jacks Hand Steps

Tap (LP RP)

Jumping Jacks Mirage

Tap (LP RP), LK

Jumping Jacks Island Mirage

Tap (LP RP), pause, tap LK

Jumping Jacks Wheel Kicks

Tap (LK RK)

Jumping Jacks Wheel Kicks to Duck Position

Tap (LK RK), hold ↓

Jumping Jacks to Sao Paulo Special

Tap (LK RK), (LK RK),
(↙ LK RK), (↗ LK RK)

Jumping Jacks Dos Sole

Tap RK, LK

Jumping Jacks Cruncher

Tap RP

Hot Plate Special

Tap LK

Hot Plate Special To Handstand

Tap LK, hold ←

Twister Scoop Kick To Back Plant

Tap RK

Twister Swirl Kick

Tap RK, hold ←

Twister Swirl Kick To Back Plant

Tap RK, LK, hold ←

Twisters

Tap RK, pause, tap LK

Twisters Combo

Tap RK, (LK RK)

Crying Needle

While crouching, tap
(LP RP)

Front Stinger

While crouching or stand-
ing up, tap (LK RK)

Front Stinger with Retreat

While crouching or stand-
ing up, tap (LK RK), hold ←

Front Stinger with Roll Out

While crouching or stand-
ing up, tap (LK RK), hold ↓

Illusion with Spin Kick

Tap RK, LK, (↑ RK)

Toe Tap to Lay Down

Tap (↘ LK), hold ↓ or ↙

Circle Kick

While standing up, tap RK

Face Jammer

While standing up, tap LK

Supercharger

Tap (LP RP LK RK)

Hammerhead

While crouching, tap
(LP RP), (LP RP)

One-Two Elbows

Tap LP, RP

Slippery Kick

Tap LK, RK

Slippery Kick To Side Flop

During Slippery Kick, tap
RK, RK

Slippery Kick To Handstand

Tap LK, RK, hold ←

Satellite Moon

Tap RK, LK

Head Banger-B

Tap (→ RK), hold ←

Samba



Tap (→ RK)

Samba to Slippery Kick

Tap (→ RK), (LK RK)

Shin Cutter

Tap (↙ LK), RK

Cut Crosser

Tap (↙ LK), RK, RK

Cut-Cross Header

Tap (↙ LK), RK, (LP RP)

Cutting Leg Whipper

Tap (↙ LK), pause, tap RK

Bushwhacker

Tap (↙ LK), LK

Bushwhacker to Hot Plate Special

Tap (↙ LK), pause, LK

Roundhouse

Tap (↑ RK), or tap (↗ RK)

Thong Bikini

Tap (← RK), LK, LK

Mars Attack

Tap (← RK), RK, (LK RK)

Shin Cutter Combo

Tap (→ RP), LP, RK

HEAVY-HITTING COMBOS

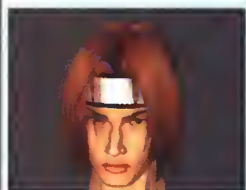
Ten-Hit Combo

Tap RK, LK, RK, RP,
RK, RK, (LK RK), (LK
RK), (LK RK), (↙ LK
RK), (↗ LK RK)

Five-Hit Combo

Tap RK, LK, RK, RP,
RK, LK

HWOARANG



Pick Pocket



When in close to an oppo-
nent, tap (LP LK)

Human Cannonball



When in close to an oppo-
nent, tap (RP RK)

Bring It On



When in close to an oppo-
nent's left side, tap (LP LK),
or tap (RP RK)

Dead End



When in close to an oppo-
nent's right side, tap (LP
LK), or tap (RP RK)

Slaughterhouse



When in close behind an
opponent, tap (LP LK), or
tap (RP RK)

Door Mat



Motion ↓ ↙, hold ←,
tap LK

Leg Hook Throw



Tap ↓, hold ↙, tap (LK LP)

Roll & Choke



Tap →, hold →, tap RP

Supercharger

Tap (LP RP LK RK)

Motion Switch



Tap (LK RK)

Note: This changes your
fighting stance from lefty
to righty or vice-versa

Right Flamingo Feint



Hold →, tap RK, pause

Note: Perform the following
moves during the Right
Flamingo Feint

Right Punch

Tap RP

Left Punch

Tap LP

Step Kick

Tap LK

Cutter Right

Tap (↙ RK)

Cutter Left

Tap (↙ LK)

Snap Kick

Tap (→ RK)

Snap Spin Kick

Tap (← RK)

Right Kick

Tap RK

Step In

Tap →

Back Dash

Tap →

Side Step A

Tap ↑

Side Step B

Tap ↓

Left Flamingo Feint



Hold →, tap LK, (pause)
Note: Perform the following moves during the Left Flamingo Feint

Left Punch

Tap LP

Right Punch

Tap RP

Step Kick

Tap RK

Cutler Right

Tap (↙ RK)

Cutler Left

Tap (↙ LK)

Snap Kick

Tap (→ LK)

Snap Spin Kick

Tap (← LK)

Rocket Launcher

Tap LK, LK, LK

Cannon Kicks

Tap LK, LK, RK

Kick Combo

Tap LK, LK, RK, RK

Power Blast

Tap (LP RK)

Step In

Tap →

Back Dash

Tap ←

Side Step A

Tap ↑

Side Step B

Tap ↓

As a Lefty

Note: Perform the following moves as a lefty.

Cheap Shot



Tap (→ LK)

Nose Bleeder



Tap (← RK)

Migraine

Tap LP, LP

Toe Jam

Tap RK, RK

Grand Theft

Tap (→ RK), RK

E. Coli

Tap LK, LK

Backlash

Tap LK, RK

Disrespect

Tap (RP LP)

Big Fists

Tap RP, LP, LP

Chainsaw Kick

Tap RK, LK

Screw Kick

Tap →, hold →, tap RK, LK

Misdemeanor

Tap (← LK)

Cheap Shot-R-Treat

Tap (→ LK), hold ←

Bad Dancer

Tap (→ LK), RK

Rip Off

Tap →, hold →, tap LK

As a Righty

Note: Perform the following moves as a righty

Sky Rocket



Tap →, pause, motion ↓
 (↘ RK)

Spiral Tap



Tap →, hold →, tap LK

Rusty Knife



Tap (→ RP)

Crippler



Tap (↙ RK)

Disrespect



Tap (RP LP)

Dynamite Heel



Tap (↙ LK RK)

Jump Kick



Hold ↑, tap LK

Migraine

Tap RP, RP

Toe Jam

Tap RK, RK



Ax Murderer

Tap RK, LK

Doggie Lift

Tap (→ RK)

Grand Theft

Tap (→ RK), RK

Nose Bleeder

Tap (← RK)

E. Coli

Tap (→ LK), LK

Machine-Gun Kick (Civil Disobedience)

Tap LK, LK, LK, LK

Disorderly Conduct

Tap LK, LK, RK

Party Hearty

Tap LK, LK, RK, RK

Rock Your World

Tap LK, LK, LK, RK

Total Outrage

Tap LK, LK, LK, RK, RK

Menace

Tap LK, LK, (↓ LK)

Menace to Society

Tap LK, LK, (↓ LK), RK

Menace to Society Double Kick

Tap LK, LK, (↓ LK), RK, RK

Public Enemy

Tap (↘ LK), RK

Hunting Hawk

Tap (↗ LK), RK, LK

Flying Eagle

Tap LK, RK

Slice & Dice

Tap LP, LP, LK

Home Surgery

Tap LP, LP, LK, LK

Left-Right

Tap LP, RP

Rejected

Tap LP, RP, LK

Rejection

Tap LP, RP, RK

Tetanus

Hold →, tap RP

Body Blow

Tap (↘ RP LP)

Hot Feet

Tap RK, RK, RK, RK

Hard Rocker

Tap RK, hold →, tap RK

Kitchen Sink

Tap RK, RK, hold ←, tap RK

Da Bomb

Tap RK, RK, hold →, tap RK

Da Bomb to Right Flamingo

Tap RK, RK, RK

Blizzard Kicks

Tap RK, RK, RK, LK

Rude Boy

Tap RK, hold →, tap LK

Bird Hunter

Tap (↓ RK), RK

Repeater

Tap (↙ RK), RK

Tsunami Kick

While standing up, tap RK, RK

Torpedo Kick

Tap →, hold →, tap RK

HEAVY-HITTING COMBOS

Ten-Hit Combo

Tap RP, RP, LK, RK, LK, RK, RK, RK, RK, LK

Ten-Hit Combo

Tap LP, RP, LK, RK, LK, RK, RK, RK, RK, LK



JIN KAZAMA



Double High Sweep



When in close to an opponent, tap (LP LK)

Over the Shoulder Reverse



When in close to an opponent, tap (RP RK)

Shoulder Flip



When in close to an opponent's left side, tap (LP LK), or tap (RP RK)

Over the Limit



When in close to an opponent's right side, tap (LP LK), or tap (RP RK)

Chicken Butcher



When in close behind an opponent, tap (LP LK), or tap (RP RK)

Reverse Throw



When in close with your back to an opponent, tap (LP LK), or tap (RP RK)

Stonehead



When in close to an opponent, tap →, hold →, tap (LP RP)

Ultimate Tackle



Tap (↓ LP RP), or hold ↓, tap (LP RP)

Note: Perform the following moves during the Ultimate Tackle

Ultimate Punch



Tap RP, LP, RP, LP, RP

Cross Arm Lock

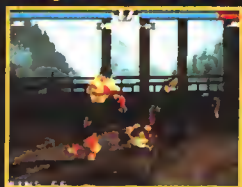


Tap (LP RP)

Ultimate Punch to Cross Arm Lock

Tap RP, LP, RP, LP, RP, (LP RP), (LP RP), (LP RP)

Complicated Wire



Motion ↓ ↙, hold ←, tap (LP LK)

Wrist Chuck Slam



When in close to an opponent, hold ↘, tap (LK RP)

Leaping Side Kick



Tap →, →, (→ LK)

Dragon Uppercut



Tap →, pause, motion ↓ ↘ LP

Dragon Uppercut to Spinning Middle Kick

Tap →, pause, tap ↓, hold ↘, tap LP, LK

Dragon Uppercut to Spinning Low Kick

Tap →, pause, tap ↓, hold ↘, tap LP, RK

Left Splits Kick



Tap →, (→ LK)

Lightning Uppercut



Tap (← LP RK)

Lightning Screw Uppercut



Hold ←, tap (LP RK)

893P



Tap (→ RP)

Demon's Paw



Tap →, (→ RP)

Knee Kick



Tap (→ RK)

1-2 Knee Kick

Tap LP, RP, RK

Counter Attack

When an opponent attacks, tap (← LP LK), or tap (← RP RK)

Three-Ring Circus

Tap (LP RK), RP, RK

Three-Ring Circus Combo

Tap (LP RK), RP, (↓ RK)

Tooth Fairy

During sidestep, tap RP

Spinning High Kick

Tap (→ LK)

Back Spin Kick

Tap RK

Double Lift Kick

Hold ↓, tap (LK RK)

Force

Tap (← LP RP)

Supercharger

Tap (LP RP LK RK)

Left-Right Combo

Tap LP, RP

Tsunami Kick

While standing, tap RK, RK

Flash Punch Combo

Tap LP, LP, RP

Demon Scissors

Tap RK, LK

Rising Uppercut

Tap →, pause, tap ↓, hold ↘, tap RP

Spinning Demon

Tap →, pause, tap ↓, hold ↘, tap RK, RK

Demon Slayer

Tap LP, RP, RP

Twin Pistons

While standing up, tap LP, RP

Round House to Triple Spin Kick

Tap (↗ RK), RK, RK, RK

Wheel Drop

Tap (↘ RK), RK

Heavy Body Blow

Tap ←, hold →, tap RP

Laser Cannon

Tap ←, hold →, tap RP, LP, RP

Laser Scraper

Tap ←, hold →, tap RP, LP, hold ↘, tap RP

Twin Lancer

Tap (↘ LP), RP

Shoot the Works

Tap LP, RP, LK, RK

Shoot the Works Upper

Tap LP, RP, LK, (→ RK)

Uppercut

While standing up, tap RP



HEAVY-HITTING COMBOS

Ten-Hit Combo

Tap LK, RP, RK, LK, (LP RK), RP, RP, LP, RP

Ten-Hit Combo

Tap (← RP), RK, RK, RK, RP, (LP RK), RP, LP

Ten-Hit Combo

Tap (← RP), RK, RK, RK, RK, RP, (LP RK), RP, (↓ LK RK)

Ten-Hit Combo

Tap →, hold →, tap RP, LP, RP, RP, LK, RK, RK, LP, RP, LP

Ten-Hit Combo

Tap →, hold →, tap RP, LP, RP, RP, LK, RK, RK, LK, RP, LP

Nine-Hit Combo

Tap →, hold →, tap RP, LP, RK, RK, RP, RK, LK, RP, LP

Eight-Hit Combo

Tap LK, RP, RK, LK, (LP RK), RP, LP

XIAOYU



Jade



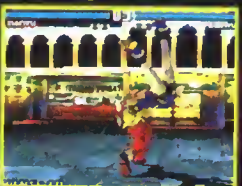
When in close to an opponent, tap (LP LK)

Ruby



When in close to an opponent, tap (RP RK)

Crank Up



When in close behind an opponent, tap (LP LK), or tap (RP RK)

Arm Flip

When in close to an opponent's left side, tap (LP LK), or tap (RP RK)

Dump the Bucket

When in close to an opponent's right side, tap (LP LK), or tap (RP RK)

Reverse Throw A

When in close with your back to an opponent, tap (LP LK), or tap (RP RK)

Reverse Throw B

When in close with your back to an opponent, tap →, hold →, tap (LK LP), or tap →, hold →, tap (RP RK)

Nutcracker



Tap (← RK)

Front Layout



Tap →, hold →, tap (RK LK)

Knee Cracker



Tap (↘ LK)

Cartwheel



Tap (→ RP LP), or tap (→ RK LK)

False Salute



Tap (LP LK RK)

Greetings



Tap (RP RK LK)

So Shoe Me

Hold →, tap RP, LP

Supercharger

Tap (LP RP LK RK)

Back Layout

With your back to an opponent, tap →, hold →, tap (RK LK)

Dislocator

When in close to an opponent, motion ↓ ↘, hold ←, tap RP

Upper Dodge

Tap (← LP RK)

Lower Dodge

Tap (↓ LP RK), or tap (↘ LP RK)

Reverse Upper Dodge

When in close with your back to an opponent, tap (LP RK)

Reverse Lower Dodge

When in close with your back to an opponent, tap (↓ LP RK)

Hipnotist



Tap (→ LP RP)

Note: Perform the following moves during the Hipnotist

Thunder Strike



Tap (LP RP)

Spin Sticker



Tap RP

Sunflower (Wake Up Call)

While standing up, tap RP, →

X Marks the Spot

Tap →, hold →, tap (RP LP), (RP LP)

Left Spinner

Tap (RK LK)

Right Spinner

Tap (↓ RK LK)

Low Back Turn

While crouching, hold ↘, tap (RK LK)

Rain Dance



Tap (← LK RK)

Note: Perform the following moves during the Rain Dance

Mistrust



Tap RK

Back Circle Breaker (Forward)



Tap (↓ LK)

Back Circle Breaker (Away)



Hold ↓, tap LK

Dark & Stormy

Tap RP, LP, RK

Cyclone (Left)

Tap (→ RK LK), (RK LK)

Back Layout

Tap →, hold →, tap LK

Ultra Phoenix

Tap (↓ LP RP)

California Roll

Tap (→ LK RK)

Spin Tornado (Far)

Tap (LK RK)

Spin Tornado (Close)

Tap (↓ LK RK)

Art of Phoenix



Tap (↓ RP LP), or hold ↓, tap (RP LP)

Note: Perform the following moves during the Art of Phoenix

Wave Crest (Power)



Tap (RP LP)

Wave Crest (Heavy)

Tap (↓ RP LP)

Wave Crest (Quick)

Tap (↓ RP LP), (RP LP)

Back Kick



Tap RK

Knee Stabber



Tap LK

Roll Ball



Tap (→ RK LK)

Left Handful

Tap LP

Right Handful

Tap RP

Double-Barrel Shotgun

Tap (↖ LK), LK, or tap (↑ LK), LK, or tap (↗ LK), LK

Double Scissor Kick

Tap (↖ LK), RK, or tap (↑ LK), RK, or tap (↗ LK), RK

Jumping Pirouette

Tap ↖, pause, LK, or tap ↑, pause, LK, or tap ↗, pause, LK

Flower Scissors

Tap RK, ←

Firecracker

Tap RK, LK

Firecracker Side Step

Tap RK, LK, ↑

Flower Garden

Tap (→ RK), RK

Flower Power

Tap (↑ RK), RK

Crane Kick

Tap ↖, pause, RK, or tap ↑, pause, RK, or tap ↗, pause, RK

Butterfly

Tap ↓

Jump

Tap ↑

Back Turn

Tap (→ RP LP)

Cradle Throw

When in close to an opponent, tap (↓ LP LK), or tap (↓ RP RK)

Sky Kick

Tap ↖, or tap ↑, or tap ↗

Storming Flower

Tap (↘ LP)

Bayonet

Tap LP, RP

Bayonet McWist

Tap LP, (↓ RP)

Great Wall (Left)

Tap (← LP)

Great Wall (Right)

Tap (← RP)

Butter the Bread

Tap (↘ RP)

Belly Chop (Forward)

Hold ↘, tap LP

Belly Chop (Backward)

Tap (↘ LP)

Single Fan (Backward)

Tap (↑ LP)

Single Fan (Forward)

Hold ↑, tap LP

Double Fan (Forward)

Tap (↑ LP RP)

Hydrangea

Tap (↑ LP RP), RP

Fortune Cookie

Tap (↑ LP RP), RP, LP

Ginger Snap

Tap (↑ RP LP), (LK RK)

Flapping Wings (Sunset Fan)

Tap (↓ LP)

Flapping Wings

Hold ↓, tap LP

April Showers

Tap RP, LP

May Flowers

Tap RP, hold ↘, tap LP

Sunflower

While standing up, tap RP

Lotus Twist

While crouching, hold ↘, tap RP, LP

Shady Lotus

While crouching, hold ↘, tap RP, hold ↘

Cloud Kick

Tap (→ LK)

Raccoon Swing

Tap →, hold →, tap LK

Fire Dancer

While crouching, tap LK, RP, LP, RK

Step Kick

Tap →, hold →, tap RK

Flower Garden (Double Map Sweep)

While crouching, tap (↘ RK), RK

Skyscraper Kick

While standing up, tap RK

Cyanide

Tap (↗ RK)

HEAVY-HITTING COMBOS

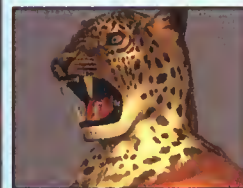
Ten-Hit Combo

Tap (↑ RK), LP, RP, (RP LP), LP, LK, RK, RK, RK, LP

Ten-Hit Combo

Tap (↑ RK), LP, RP, RK, RK, RP, (RP LP), LP, RK, RP

KING

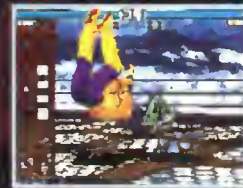


Winding Nut



When in close to an opponent, tap (LP LK)

Suplex



When in close to an opponent, tap (RP RK)

Argentina Backbreaker

When in close to an opponent's left side, tap (LP LK), or tap (RP RK)

Knee Crusher

When in close to an opponent's right side, tap (LP LK), or tap (RP RK)

Half Boston Crab

When in close behind an opponent, tap (LP RP)

Cobra Twist

When in close behind an opponent, tap (RP RK)

Stretch Buster

When in close behind an opponent, tap ←, hold →, tap (LP RP)

Reverse Throw

When in close with your back to an opponent, tap (LP LK), or tap (RP RK)

Falling Headlock

When in close to an opponent, hold ↓, motion ↘ ↓, hold ↘, tap (LP RP)

Tombstone Pile Driver



When in close to an opponent, tap ↘, hold →, tap RP

Spinning Throw



When in close to an opponent, tap →, motion ← ↘ ↓ ↘, hold →, tap LP

Frankensteiner



Tap (↘ LK RK)

Figure Four Leg Lock



When in close to an opponent, hold ↘, tap (LP RP)

Knee Bash



When in close to an opponent, hold ↘, tap (LK RP)

Muscle Buster



Motion ↓ ↘, hold ←, tap (LP RP)

Jumping Power Bomb

When in close to a crouching opponent, tap (↓ LP LK), or tap (↓ RP RK)

Capital Punishment



Tap (↗ LP RP)

K's Flicker



Tap →, (→ RP)

Stomach Smash



Tap →, →, pause, RP

Note: Perform the following moves when an opponent tries to counter the Stomach Smash

Hi-Jack Back Breaker

Tap (LP RP)

Jaguar Driver

Tap (LP RP), ↑, (↓ LK RK)

Head-First Lunge



Tap →, (→ LP RP)

Moonsault Body Press



Tap (LP RK)

Jaguar Lariat



Hold →, tap (LP RP)

Elbow Drop



Tap (↓ LP RP)

Disgraceful Kick



Tap (← RK)

Supercharger



Tap (LP RP LK RK)

Lower Dodge

Tap (↘ LP RK), or tap (↓ LP RK), or tap (↘ RP LK), or tap (↓ RP LK)

Leg Screw

When an opponent attacks with a right kick, tap (← LP LK), or tap (← RP RK)

Double Heel Hold

When an opponent attacks with a left kick, tap (← LP LK), or tap (← RP RK)

Palm Attack

Tap LP, RP

Palm Attack To Attack

Tap LP, RP, LP

Exploder

Tap (LK RK), or tap →, (→ LK RK)

Running Exploder

Tap →, →, (→ LK RK)

Convict Kick

Tap →, (→ RK)

Stagger Kick 1

Tap (↓ LK RK), RK, RK, or hold ↓, hold ↘, tap RK, RK, RK

Stagger Kick 2

Tap (↓ LK RK), RK, RK, RK, RK, or hold ↓, hold ↘, tap RK, RK, RK, RK, RK

Spinning Uppercut

After first hit of Stagger Kick 1 or 2, tap RP

Elbow Drop

Tap (↓ LP RP), or tap (↑ RP RK), or tap (↖ RP RK), or tap (↗ RP RK)

Crouching Uppercut

Hold ↓, hold ↘, tap RP

Jab Uppercut 1

Tap RP, LP

Jab Uppercut 2

While crouching, tap LP, RP

Head Spinner

Tap (LP RP), LP

Atomic Blaster

With your back to an opponent, tap (LP RP)

Deadly Boomerang

During sidestep, tap (LK RK)

Lay Off

When in close to an opponent, tap →, hold →, tap (LP RP)

Black Bomb

Motion → ↓ ↘, pause, (LP RP)

Ultimate Tackle

Hold ↓, tap (LP RP), or hold ↘, tap (LP RP), or tap →, ↓, hold ↘, tap (LP RP)

Note: Perform the following moves in succession

Ultimate Punch

After the Ultimate Tackle, tap RP, LP, RP, LP, RP

Cross Arm Lock

After the Ultimate Tackle, tap (LP RP)

Cross Arm Lock To Arm Twist

During the Cross Arm Lock, tap (LP RP)

Leg Cross Hold

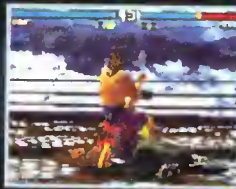
After the Ultimate Tackle, tap (LK RK)

Stretch Combo

During the Leg Cross Hold, tap (LP RP)

Note: Perform the following moves when an opponent is tying on his back

Shoulder Cracker



When in close to an opponent's upper half, tap (↘ LP LK), or tap (↘ RP RK)

Swing Away

When in close to an opponent's lower half, tap (↘ LP LK)

Head Bomber

When in close to an opponent's lower half, tap (↘ RP RK)

Figure Four Leg Lock

When in close to an opponent's lower half, tap (↘ RP RK)

Over Turning (Left)

When in close to an opponent's left side, tap (↘ LP LK), or tap (↘ RP RK)

Over Turning (Right)

When in close to an opponent's right side, tap (↘ LP LK), or tap (↘ RP RK)

Note: Perform the following moves when an opponent is lying face down

Wing Tearer

When in close to an opponent's upper half, tap (↘ LP LK), or tap (↘ RP RK)

Half Boston Crab

When in close to an opponent's lower half, tap (↘ LP LK), or tap (↘ RP RK)

Camel Clutch

When in close to an opponent's left side, tap (↘ LP LK), or tap (↘ RP RK)

Bow & Arrow Stretch Hold

When in close to an opponent's right side, tap (↘ LP LK), or tap (↘ RP RK)

Throw Away

When in close to an opponent, hold ←, tap (LP RP)

Throw Away Feint

When in close to an opponent, hold ←, tap (LP RP), (LP LK)

Throw Away Knock Down

When in close to an opponent, hold ←, tap (LP RP), (RP RK)

Throw & Destroy

When in close to an opponent, hold ←, tap (LP RP), (LK RK)

Turn Around

When in close to an opponent, hold ←, tap (LP RP), (LP RP)

Pile Driver

When in close to an opponent, motion ↓ ↘, hold →, tap LP

Note: Perform the following moves during the Pile Driver

Boston Club

Pause, tap (LP RP), LK, RK, (LP RP)

Double Arm Face Buster

Tap (LP RP)

Standing Heel Hold



When in close to an opponent, tap →, ↓, hold ↘, tap (LK RP)

Note: Perform the following moves during the Standing Heel Hold

S.T.F.

Tap LP, RP, LK, (LP RP)

Scorpion Death Lock

Tap (LP RP), LK, LP, (LP LK)

Indian Death Lock

Tap (LP RP), LP, LK, (LP RP)

King's Bridge

During the Indian Death Lock, tap LP, LK, RK, (LP RP), (LK RK)

Arm Breaker



When in close to an opponent, tap →, ↓, hold ↘, tap (LP RK)

Note: Perform the following moves during the Arm Breaker

Triple Arm Breaker

Tap (LP RP), (LP RP)

Arm Breaker To Head Jammer

Tap (LP RP), RK, (RP RK)

Struggle Combination

During the Arm Breaker to Head Jammer, tap RK, LK, RK, (LK RK), (LP RP)

Chickenface Winglock

Tap RP, LP, (LP RP LK)

Note: Perform the following moves during the Chickenface Winglock

Dragon Sleeper Finish

Tap RP, LP, LK, (LP RP RK), (LP RP RK)

Rolling Cradle Finish

Tap (LP LK), (LK RK), (RP RK), (LP RP), (LP RP LK)

Reverse Arm Slam

When in close to an opponent, tap →, hold ↘, tap (LP LK), or tap →, hold ↘, tap (RP RK)

Note: Perform the following moves in succession

Back Drop

During the Reverse Arm Slam, tap RP, LP, (LP RP)

German Suplex

During the Back Drop, tap (LK RK), (LP RP)

Power Bomb

During the German Suplex, tap LP, RP, (LK RK)

Note: Perform the following moves during the Power Bomb

Giant Swing

Tap RP, LP, LK, RK

Muscle Buster

Tap LK, LP, RP, (LK RK), (LP RP LK RK)

Reverse Stretch Special Bomb

When in close to an opponent, tap →, hold ↘, tap (LP RP), or tap →, hold ↘, tap (RP RK)

Cannonball Buster

During the Reverse Stretch Special Bomb, tap RP, RP, (LP RP), or during a sidestep, when grabbing an opponent's back from the left or right side, tap (RP RK)

Manhattan Drop

During the Cannonball Buster, tap (LK RK), (LP RP), (LP RP RK)

Victory Bomb

During the Manhattan Drop, tap LP, RP, (LK RK), (LP RP)

Note: Perform the following moves during the Victory Bomb

Giant Swing

Tap RP, LP, LK, RK

Muscle Buster

Tap LK, LP, RP, (LK RK), (LP RP LK RK)

Leg Breaker

Hold ↓, tap (↘ LP)

Knockout Punch

During sidestep, tap RP

Shoulder Tackle

Tap (→ LK RP)

HEAVY-HITTING COMBOS

Ten-Hit Combo

Tap LP, RP, LP, LP, RP, RK, RK, RK, LP, RK

Ten-Hit Combo

Tap LP, RP, LP, LP, RP, RK, RK, RK, LP, LP

Ten-Hit Combo

Tap LP, RP, LP, LP, LK, LK, RK, LK, RP, (LP RP)

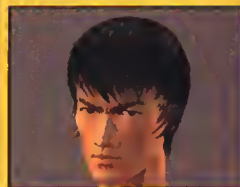
Ten-Hit Combo

Tap LP, RP, LP, LP, LK, LK, RK, RK, LP, RK

Ten-Hit Combo

Tap LP, RP, LP, LP, LK, LK, RK, RK, LP, LP

LAW



Hopping Frog



When in close to an opponent, tap (RP RK)



Dragon's Fire



When in close to an opponent, tap (LP LK)

Headlock Kick



When in close to an opponent's left side, tap (LP LK), or tap (RP RK)

Ballbreaker

When in close to an opponent's right side, tap (LP LK), or tap (RP RK)

Dragon Bites



When in close behind an opponent, tap (LP LK), or tap (RP RK)

Reverse Throw

When in close with your back to an opponent, tap (LP LK), or tap (RP RK)

Headlock Punch



When in close to an opponent, hold ↘, tap (LP RP)

Headlock Drop

When in close to an opponent, hold ↘, (LP RP), LP, RP, (LP RP)

Knee Lift

When in close to an opponent, tap →, hold →, (LK RK)

Run Up to Drop



Hold →, tap (LK RP)

Fake Step



Tap (← LP RP)

Frogman



Tap (↓ LK RK)

Dragon Whip



Tap (↘ RP)

Double Dragon



During sidestep, tap (LK RK)

Catapult Kick High



Hold ↓, tap (↑ RK), or hold ↓, tap (↖ RK), or hold ↓, tap (↗ RK)

THE FIGHTER'S EDGE PRESENTS: TEKKEN 3

Catapult Kick Low



Hold ↑, tap RK, or hold ↖, tap RK, or hold ↗, tap RK

Charge Power Punch



Tap (↖ LP RP)

Note: Tap ↑, ↑ to cancel

Quick Somersault



Tap (LK RK)

Mid Kick



Tap (↘ LK)

Dragon's Tail



Tap (↖ RK)

Upper Dodge

Tap (← LP LK), or tap (← RP RK)

Lower Dodge

Tap (↖ RP RK), or tap (↓ RP RK), or tap (↖ LP LK), or tap (↓ RP RK)

Junkyard Kick

Tap (← RP), LK, RK

Elbow Spring Kick

Tap (↖ RP), RK

Poison Arrow

Tap (→ RP), LK

Somersault Fake

Hold ↓, tap ↑, pause, tap RK, or hold ↓, tap ↖, pause, tap RK, or hold ↓, tap ↗, pause, tap RK

Dragon Storm

Tap (← LP), RP, LP

Fake Step

Tap (← LP RP)

Fake Step Blow

During the Fake Step, tap LP

Tricky Trap

Tap (← LP RP), LP

Tricky Fist

Tap (← LP RP), RP

Tricky Low Kick

Tap (← LP RP), RK

Tricky Mid Kick

Tap (← LP RP), LK

Supercharger

Tap (LP RP LK RK)

Blackout

Tap (LP RP LK RK), LP

Mugging

Tap (LP RP LK RK), LP, LK

Dragon Back Blow

With your back to an opponent, tap LP or RP

Fake

Hold ↓, tap ↑, or hold ↓, tap ↖, or hold ↓, tap ↗

Left-Right Combo

Tap LP, RP

Shaolin Spin Kick

Tap RK, LK, RK

Machine-Gun Arrow

Tap LP, LP, LP, LP, LP

Rave War Combo 1

Hold →, tap RP, RP, RP

Rave War Combo 2

Tap RP, RP

Rainbow Kick

Hold ↓, ↑, tap (LK RK), or hold ↓, ↖, tap (LK RK), or hold ↓, ↗, tap (LK RK)

Dragon Low Kick

While crouching, tap LK

Triple Head Kick

Tap LK, LK, LK

Mid Kick Combo

During Triple Head Kick, hold →

Slide Kick

While crouching, motion ↘ ↓, hold ↘, tap LK

Crescent Kick

Tap RK, (↑ LK)

Running Side Kick

Tap →, →, (→ LK)

Double Impact

While crouching, tap LK, RK

Low Kick

To Somersault

Tap (↓ RK), LK

Front Kick

To Somersault

While standing up, tap RK, LK

High Kick to

Right Somersault

Tap LK, RK

Body Blow

To Somersault

Hold ↓, tap RP, LK, or tap (↓ RP), LK

Triple Head Kick

To Somersault

Tap (↓ LK), LK, LK, LK, RK

Jumping Kick

To Somersault

Tap (↑ LK), RK, or tap (↖ LK), RK, or tap (↗ LK), RK

Back Flipper

Tap (LK RK), LK, or hold ↑, tap RK, RK

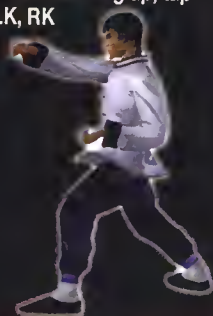
Rampage

While crouching, tap RK, LK

Side Kick to

Somersault

While standing up, tap LK, RK



HEAVY-HITTING COMBOS

Ten-Hit Combo

Tap (↘ LP), RP, RP, LP, LK, LK, LK, RK, LK, RK

Ten-Hit Combo

Tap (↘ LP), LK, RP, RP, LK, (↓ LK), LK, RK, RK, RK

Ten-Hit Combo

Tap (↘ LP), LK, RP, RP, LK, (↓ LK), LK, LK, RK, RK

LEI WULONG



Double Foot Stomp



When in close to an opponent, tap (LP LK)

Sleeper Hold



When in close to an opponent, tap (RP RK)

Sailboat Stretch



When in close to an opponent's left side, tap (LP LK) or (RP RK)

Closing Fan



When in close to an opponent's right side, tap (LP LK) or (RP RK)

Booby Trap



When in close behind an opponent, tap (LP LK), or tap (RP RK)

Sidewind



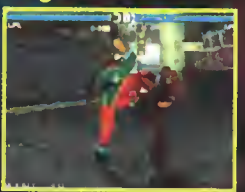
Hold ↓, tap (RP LP)

Cannonball



Hold ←, tap (RP LP)

Dragon Falls



Hold ↗, tap (RP LP)

Reverse Throw

When in close with your back to an opponent, tap (LK LP), or tap (RK RP)

Jumping Kick

Tap →, →, (→ LK)

Falling Tree

Tap (↗ RP), or tap (↖ RP)

Spiral Upper

Tap (RP LP), RP

THE FIGHTER'S EDGE PRESENTS: TEKKEN 3

Supercharger

Tap (LP RP LK RK)

Drunken Master

Hold →, tap (RK LK)

Tripping

When in close to an opponent, tap →, hold →, tap (RP LP)

Lower Dodge

Tap (↙ LK LP), or tap (↓ LK LP), or tap (↘ RP RK), or tap (↓ RP RK)

Play Dead



Hold ↓, tap (RK LK), or tap (↓ LK RK)

Note: Perform the following moves while Playing Dead

Spring Kick

With head toward opponent, tap (LK RK)



Leaping Double Slicer

With head toward opponent, tap LK, RK

Hop Up

With feet toward opponent, tap (LK RK)

Lie Face-Down

While Playing Dead, tap (↓ LP)

Note: Perform the following moves while face-down on the ground.

Go to Sleep

With feet toward opponent, tap RK, LK

Deep Sleep

With feet toward opponent, tap LK, RK

Sleep to Sliding Kick

With head toward opponent, tap RK, LK

Turn Face-Up

Tap LP

Turn Around



Hold ←, tap (RK LK), or tap (← LK RK)

Note: Perform the following moves while turning around

Spinning Back Blow

Tap LP

Low Back Spin

Hold ↓, tap LP, or tap (↓ LP)

Reverse Uppercut

Tap RP

Reverse Kick

Tap RK

Flit-Flip-Flop

Tap (LK RK), (LK RK), (LK RK)

Reverse

Double Slicer

Hold ↓, tap LK, LK, or tap (↓ RK), RK

Falling Tree

When in close to an opponent, tap (↗ RP), or tap (↖ RP)

Drunk Master



Tap (→ RK LK)

Note: Perform the following moves during the Drunk Master

Staggering Slide

Tap (LK RK)

Kiss My Fist

Tap LP

Phoenix Illusion



Hold ←, tap (LP RK)

Note: Perform the following moves during the Phoenix Illusion

Phoenix Striker

Tap RK

Hopping Phoenix

Tap LK, LK, LK, LK

Art of Snake



During a sidestep, tap (LP RK), or tap (→ LK RP)

Note: Perform the following moves while in the Art of Snake stance

Rattlesnake

Tap LK

Low Kick

Tap RK

Out of Control

Tap (LP LK)

Snakebite

Tap RP, RP, RP

Rushing Snake

Tap LP, LP, LP, LP, LP, LP

Art of the Dragon



While in Art of Snake stance, tap ↑

Note: Perform the following moves while in the Art of the Dragon stance

Dragon Roar

Tap RP

Dragon Spark

Tap (RP LP)

Dragon Blast

Tap LK

Out of Control

Tap LP

Dragon Rush Combo

Tap RK, LP, RP, LK

Dragon Rush Combo to Low Kick

Tap RK, LP, RP, LK, RK

Dragon Rush Combo to Mid Kick

Tap RK, LP, RP, LK, hold ↓, tap RK

Art of Panther



While in Art of the Dragon stance, tap ↓

Note: Perform the following moves while in the Art of Panther stance

Panther's Paw

Tap RP

Panther's Scratch

Tap LP, RP

Panther's Tail

Tap LK

Art of Panther to Beating Low Kick

Tap RK, RP, LP, RP, LK

Art of Panther to Beating Middle Kick

Tap RK, RP, LP, RP, RK

Art of Crane



While in Art of Panther stance, tap ↓

Note: Perform the following moves while in the Art of Crane stance

Crane Kick

Tap RK

Crane's Bill

Tap LP

Wing of Crane

Tap RP

Crane Dance

Tap LK, RK, RP, LK

Art of Tiger



While in Art of the Dragon stance, tap ↑

Note: Perform the following moves while in the Art of Tiger stance

Tiger's Tail



Tap RK

Tiger's Strike

Tap RP

Tiger's Claw

Tap RP

Tiger Kick

Tap LK

Tiger Kick To Razor Rush

Tap LK, LP, RP, LP, RP, LK

Tiger Kick To Razor Rush Kick

Tap LK, LP, RP, LP, RP, RK

Razor Rush

Tap →, pause, LP, RP, LP, RP, LK

Razor Rush And High Kick

Tap →, pause, LP, RP, LP, RP, RK

Razor Rush To Art of Snake

Tap →, pause, LP, ↑ or ↓

Razor Rush to Art of the Dragon

Tap →, pause, LP, RP, ↑ or ↓

Razor Rush to Art of Panther

Tap →, pause, LP, RP, LP, ↑ or ↓

Razor Rush To Art of Tiger

Tap →, pause, LP, RP, LP, RP, ↑ or ↓

Razor Rush To Art of Crane

Tap →, pause, LP, RP, LP, RP, RK, ↑ or ↓

Rush Combo

Tap →, pause, RK, LP, RP, LK, RK

Rush Combo And Low Kick

Tap →, pause, RK, LP, RP, LK, hold ↓, tap RK

1-2 Kick

Tap →, pause, LK, RK

1-2 Kick And Low Kick

Tap →, pause, LK, hold ↓, tap RK

High and Low Kick

Tap LK, LK

Defense Breaker

Tap →, pause, RP, LP, RP, LP

Tornado Kick

Tap LP, RP

Hook and Spinning Back Blow

Tap (RP LP), LP

Rave Spin

Tap (↖ RK), RK

Clean Sweep

Tap RK, LK

Beating Low Kick

Hold →, tap RK, RP, LP, RP, LK

Beating Middle Kick

Hold →, tap RK, RP, LP, RP, RK

Beating Kick To Art of Crane

Tap (→ RK), RP, LP, RP, RK, ↑ or ↓

HEAVY-HITTING COMBOS

Ten-Hit Combo

Tap LP, RP, LP, (LK RK), RP, LP, RK, LP, RP, LK

Ten-Hit Combo

Tap LP, RP, LP, (LK RK), RP, LP, RK, LP, RK, RK

Nine-Hit Combo

Tap LP, RP, LP, (LK RK), (LK RK), (LK RK), LP, LP, RP

NINA WILLIAMS



Arm Grab Flip



When in close to an opponent, tap (LP LK)

Over the Back Toss



When in close to an opponent, tap (RP RK)

Triangle Hold



When in close to an opponent's left side, tap (LP LK), or tap (RP RK)



Hammer Throw



When in close to an opponent's right side, tap (LP LK), or tap (RP RK)

Reverse Throw



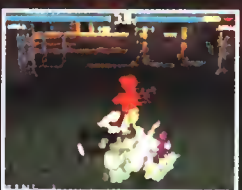
When in close with your back to an opponent, tap (RK RP), or tap (LP LK)

Leaping Triangle Hold



When in close behind an opponent, tap (LK LP), or tap (RK RP)

Elbow Smash



When in close to an opponent, tap ↗, hold ↗, tap LP

Jumping Flip



When in close to an opponent, hold ↗, tap (RP LP)

Lower Dodge



Tap (↖ LP LK), or tap (↓ LP LK), or tap (↖ RP RK), or tap (↓ RP RK)

Shut Up



Motion ← ↘, hold ↘, tap RP

Bad Habit



Tap →, (→ LK), or motion ↓ ↘, hold →, tap LK

Wipe the Floor



Hold ↓, tap (↘ RK)

Counter Attack

When an opponent attacks, tap (← LP LK), or tap (← RP RK)

Supercharger

Tap (LP RP LK RK)

Shoulder Through Buster

When in close to an opponent, tap (RK RP), LP, RP, LP

Shoulder Through Arm Breaker

During Shoulder Through Buster, tap RP, LP, LK

Leaping Heel Hold

Tap →, →, (→ LK)

Creeping Snake

Tap (↘ LK), RP, LP, RK

Creeping Snake To Left Low Kick

Tap (↘ LK), RP, hold ↓, tap LK

Creeping Snake To Left High Kick

Tap (↘ LK), RP, LK

Creeping Snake to Right High Kick

Tap (↘ LK), RP, RK

Biting Snake

Tap LP, RP, LP, RK

Shakeshot

During side step, tap LP

Liftshot

During side step, tap RP

Flash Kick to Left Low Kick

Tap (↘ LK), LK, LK, LK

Flash Kick to Blonde Bomb

Tap (↘ LK), LK, LK, LP, RP, hold →, tap (RP LP)

Blonde to Right Uppercut

Tap RK, LK, RP

Blonde to Right Low Kick

Tap RK, LK, hold ↓, tap RK

Blonde to Right High Kick

Tap RK, LK, RK

Hopping Low Kick To Right Uppercut

Tap ↗, pause, hold ↓, tap LK, RP

Hopping Low Kick To Left Mid Kick

Tap ↗, pause, hold ↓, tap LK, LK

Hopping Low Kick To Right High Kick

Tap ↗, pause, hold ↓, tap LK, RK

Left Middle Kick To Right High Kick

Tap (↘ LK), RK

Toe Kick

Tap (↓ RP), RK, or hold ↓, tap RP, RK

Right Low Kick To Back Spin Chop

Tap (↓ RK), LP, or hold ↓, tap RK, LP

THE FIGHTER'S EDGE PRESENTS: TEKKEN 3

Right High to Left Spin Low Kick

Tap RK, LK

Left Spin Low Kick To Right Uppercut

Tap (↓ LK), RP, or hold ↓, tap LK, RP

PDK Combo to Right Uppercut

Tap RP, hold ↓, tap LK, RP

PDK Combo to Right High Kick

Tap RP, hold ↓, tap LK, RK

Left Backhand Body Blow



Hold ←, tap LP

Forward Flip Kick



Motion ↓ ↘ → RK, or tap →, (→ LK)

Helping Hand



Tap (← LP)

Assassin Dagger



Tap →, hold →, tap LP

Heel Slicer



During side step, tap RK

Panther Claw



Tap →, hold →, tap RP

Quick Panther Claw



Tap → (→ RP)

Evil Mist



Motion ↓ ↘ →, hold ↘, tap (LK RP)

Slap



Hold ←, tap RP

Double Slap

Tap (← RP), RP

Assault Bomb

Tap (↘ LK), LP, RP, hold →, tap (LP RP)

Twisted Mind

While opponent is on the ground, tap (↓ LK RK), or tap (↘ LK RK)

Left-Right Combo

Tap LP, RP

Blonde Bomb

Hold →, tap (RP LP)

Bermuda Triangle

Tap LP, RP, RK

Jab-Roundhouse

Tap RP, RK

Jab-Sweep

Tap RP, hold ↓, tap LK

Double Smash

Tap RP, LK

Leg Slicer Combo

Tap (↘ LK), LP, RP

Flash Kicks

Tap (↘ LK), LK, LK, RK

Uppercut-Jab

Tap (↘ LP), RP

Can Opener

Tap (↗ RK), LK, RK

Jab to Mid Kick

Tap (↓ LP), pause, RK

Running Jump Kick

Tap →, →, (→ LK)

Power Charge

Tap (← RP LP)

Note: Tap ↑, ↑ to cancel

Left High to Right High Kick

Tap LK, RK

Sit Spin to Right High Kick

Hold ↓, tap LK, pause, RK, or tap (↓ LK), pause, RK

Jail Crusher

Tap LP, RP, hold ↓, tap LK, RK

Jail Crusher To Uppercut

Tap LP, RP, hold ↓, tap LK, RP

Double Explosion

Tap LP, RP, LP, RP, hold →, tap (RP LP)

L&R Low Kick

Tap (↓ LK), hold ↓, tap RK

Geyser Cannon

Tap ↓, hold ↘, tap LK

Geyser-Cannon Combo

Tap (← RK), LK

Slicer

Tap (← RK)

Right Backhand Body Blow

Tap (← RP)

Spike Combo to Right High Kick

Tap LK, LK, RK

Spike Combo to Right Uppercut

Tap LK, LK, RP

Spike Combo to Right Low Kick

Tap LK, LK, hold ↓, tap RK

Spiral Explosion

During side step, tap (RP LP)

Betrayer



When in close to an opponent, motion ↓ ↘, hold ←, tap (LP RK)

Note: Perform the following moves in succession

Twisted Nightmare

During Betrayer, tap RP, LP, (RP LP), (RP LP LK)

Leg Stretch Arm Lock Hold

During Twisted Nightmare, tap LP, RP, RK, LK, (LK RP LP)

Neck Crusher

During Twisted Nightmare, tap LP, (RK LK), LP, RP, (RP LP)

Arm Breaker

During Betrayer, tap LP, LK, RP, LP

Double Arm Break

During Arm Breaker, tap LK, LP, RK, (RP LP), (RP LP)

Falling Arm Break

During Arm Breaker, tap RP, LP, LK, RK, (RP LP)

Back-Hand Slap



When in close to an opponent, motion ↓ ↘ (LP RP)

Note: Perform the following moves in succession

Triple Slaps

During Back-Hand Slap, tap RP, LK, RK, RP, RP

Neck Crusher

During Triple Slaps, tap LP, (LK RK), LP, RP, (RP LP)

Leg Stretch Arm Lock Hold

During Triple Slaps, tap LP, RP, RK, LK, (RP LP LK)

Arm Snap

During Back-Hand Slap, tap LK, RK, LK, (LP RP)

Arm Break

During Back-Hand Slap, tap LP, LK, RP, LP

Double Arm Break

During Arm Break, tap LK, LP, RK, (RP LP), (RP LP)

Falling Arm Break

During Arm Break, tap RP, LP, LK, RK, (RP LP)

Crab Hold



When in close to an opponent, motion ↓ ↘ (RK LK)

Note: Perform the following moves in succession

Heel Hold

During Crab Hold, tap (RK LK), RK, RP, (RP LP)

Leg Cross Hold

During Heel Hold, tap LK, LP, RK, (RK RP)

Double Heel Hold

During Heel Hold, tap LP, LK, (RP RK), (LK RK), (LP RP)

Commando Arm Lock

During Crab Hold, tap (RK LK), LK, RK, (RP LP)

HEAVY-HITTING COMBOS

Ten-Hit Combo

Tap LP, RP, LP, RP, LK, LK, RP, LP, RP, RK

Ten-Hit Combo

Tap LP, RP, LP, RP, LK, LK, RP, LP, RK, LK

Ten-Hit Combo

Tap (↘ LP), RP, LP, RP, RK, LK, RK, RP, RK, LK

PAUL



Over the Shoulder



When in close to an opponent, tap (LK LP)

Shoulder Pop



When in close to an opponent, tap (RP RK)

Dragon Screw



When in close to an opponent's left side, tap (RP RK), or tap (LP LK)

Fall Away



When in close to an opponent's right side, tap (LP LK), or tap (RP RK)

Hang Over

While crouching, tap LP, RK, RP

Gut Buster

While crouching, hold ↘, tap RP, LP

Stone Breaker

While crouching, hold ↘, tap RP, RP

Reverse Neck Throw



When in close behind an opponent, tap (LP LK), or tap (RP RK)

Push Away



When in close to an opponent, tap →, hold →, tap (RP LP)

Twist & Shout



When in close to an opponent, hold ↘, tap (RP LP)

Foot Launch



Hold ←, tap (LK RP)

Rubberband Attack



Motion ↓ ↙ ←, pause, RP

God Hammer Punch



Motion ↓ ↙ ←, pause, LP

Counter Attack

When an opponent attacks, hold ←, tap (LP LK), or hold ←, tap (RP RK)

Phoenix Smasher



Motion ↓ ↘ → RP

Jaw Breaker



While crouching, hold ↘, tap RP

Neutron Bomb



Tap →, (→ RK)

Flash Elbow



Tap →, hold →, tap RP

Burning Fist



Hold ←, tap (RP LP)

Shoulder Tackle



Tap (→ LP RK)

Thruster



Motion ↓ ↘ → LP

Hammer of the Gods



Tap (→ RP LP)

Ultimate Tackle



Hold ↙, tap (RP LP)

Note: Perform the following moves during the Ultimate Tackle

Ultimate Punch

Tap RP, LP, RP, LP, RP

Ultimate Choke

Tap RP, hold ↓, tap LP, LP, pause, RK, LP, (RP LP)

Arm Breaker

Tap (RP LP)

Reverse Throw

When in close with your back to an opponent, tap (LK LP), or tap (RK RP)

Forward Thrust Punch

Tap →, (→ RP LP)

Sway

Motion ↓ ↙, hold ←

Sway & Low Kick

Motion ↓ ↙ ←, pause, LK

Rapid Fire

Motion ↓ ↙ ←, pause, LK, RP

Rapid Fire to Phoenix Smasher

Motion ↓ ↙ ←, pause, LK, RP, LP

Rapid Fire to Stone Breaker

Motion ↓ ↙ ←, pause, LK, RP, RP

Left-Right Combo

Tap LP, RP

Jab-Roundhouse

Tap RP, LK

Jab-Sweep

Tap RP, hold ↓, tap LK

Quick PK Combo

Tap (→ RP), LK

Reverse PDK Combo

Tap LP, RK

Supercharger

Tap (LP RP LK RK)

Shredder

Tap (↗ LK), RK

Bone Breaker

While crouching, tap RK, RP

Triple-Kick Combo

Tap →, (→ LK), RK, (→ RK)

Double Hop Kick Low

Tap →, (→ LK), RK, (↓ RK)

Double Hop Kick High

Tap →, →, LK, RK, RK

Hammer Punch

While crouching, tap LP

Hammer Punch To Power Punch

While crouching, tap LP, RP

HEAVY-HITTING COMBOS

Ten-Hit Combo

Tap LP, RP, LK, RP, LP, RP, LP, RK, RP, LP

Ten-Hit Combo

Tap LP, RP, LK, LP, RK, RP, LP, RK, RP, LP

Five-Hit Combo

Tap LP, RP, LK, LP, RP

YOSHIMITSU



Jumping Body Slam



When in close to an opponent, tap (LP LK)

Sword Hit to Face



When in close to an opponent, tap (RP RK)

Wheels of Hell



When in close to an opponent's left side, tap (LP LK) or (RP RK)

Spiritual Division



When in close to an opponent's right side, tap (LP LK), or tap (RP RK)

Tornado Drop



When in close behind an opponent, tap (LP LK), or tap (RP RK)

Reverse Throw

When in close with your back to an opponent, tap (LP LK), or tap (RP RK)

Rainbow Drop



Motion ↓ ↙, hold ←, tap (LP RP)

Back Blow



Tap (→ RP)

Flea



Tap (↑ LP RP)

Note: Tap ↓ to cancel

Note: Perform the following moves during the Flea

Running Flea



Tap →, hold →, or hold ←, tap ←

Jumping Flea



Tap ↖, or tap ↑, or tap ↗

Ants in Your Pants To Kangaroo Kick



Tap (LK RK)

Avoiding the Puddle



Tap (↑ RK), or tap (↖ RK), or tap (↗ RK)

Solar Kick



Tap →, hold →, tap (LP RP)

Note: Perform the following moves during the Solar Kick

Lifesucker



Tap (LP RK)

Energy Drain

Hold →, tap (LP RK)

Bad Stomach



Hold ←, tap (LP RP)

Note: Perform the following moves in succession

Poison Breath



During Bad Stomach, tap any button

Bronze Fist

During Poison Breath, tap (→ LP)

Steel Fist

During Bronze Fist, tap (LK RK)

Silver Fist

During Steel Fist, tap LK

Gold Fist

During Silver Fist, hold ↙, tap LP

Moonsault Slayer



Motion ↓ ↘ → LP

Yoshimitsu Flash 1



Tap (← LP RK)

Yoshimitsu Blade 1



Tap →, hold →, tap RP

Energy Charge



During sidestep, tap (LK RK)

Energy Field

During Energy Charge, tap →

Lower Dodge

Tap (↙ LP LK), or tap (↓ LP LK), or tap (↙ RP RK), or tap (↓ RP RK)

Samurai Cutter

While crouching, tap ↙, (← LP)

Shark-Attack Blow

Tap →, (→ LK RK), (LP RP), (LK RK)

Harakiri Dance

Tap (↓ LP RK), (← LP), LP, LP

Back Flipper

With back to opponent, tap RP

Slap-U-Silly

Tap (→ RP), hold ↙, tap RP

Wood Chopper

Tap →, (→ LK), LP

Door Knocker

Tap (↘ LP), LP, LP, LP

Door Knocker to Back Knuckle

Tap (↘ LP), RP

Slap-U-Crazy

Tap (↘ LP), RP, hold ↙, tap RP

Deathcopter Trick

Hold ↘, tap (LP RP), ←

Powercharger

Tap (LP RP LK RK)

HEAVY-HITTING COMBOS

Ten-Hit Combo

Tap LP, RP, LP, RK, RK, RK, LP, LP, LP, LP

Ten-Hit Combo

Tap LP, RP, LP, RK, RP, RP, RP, RK, LP, LP

Eight-Hit Combo

Tap RK, RK, RP, RP, RK, RK, LP, (LK RK)

Five-Hit Combo

Tap RK, RK, RP, RP, LP



BANANA



Drop one of these to wipe out opponents on your tail. If there's no one around, deposit these on turns and corners where opponents are sure to follow. Remember to watch out for your own booby traps the next time around the track.

MULTIPLE BANANAS



Swing the string of bananas behind you diagonally across the track to ward off pursuers. Release them one by one on strategic corners and turns, or scatter them diagonally across a straightaway to guarantee nailing someone behind you.

LIGHTNING BOLT



Shrinks all opponents to minifigure. You can then run them over and flatten 'em.

STAR



Gives you a prolonged turbo boost and invincibility. This is a blank check for total anarchy on the road! Go for it!

PICK YOUR POWER-UPS!

MARIO KART 64

NINTENDO 64



BLUE SHELLS



Blue shells home in on opponents even if they aren't visible onscreen. Use the radar to see if anyone's ahead and clear them away before you catch up to them.

MUSHROOM



Provides a momentary turbo boost.

MULTI-MUSHROOMS



Use multi-mushrooms wisely. Don't waste turbo boosts on corners or sharp turns since you have to slow down to maneuver. If you're on the final lap, save one burst for the finish line—it might be the difference between qualifying or spectating.

GHOST



Renders you invisible to enemies and attacks.

BOMB



It looks like a power-up but it's not! Watch for the upside-down "7" to signal a ticking land mine. Be extra devious and deposit one among a grouping of regular power-ups.

RED SHELLS



Red shells only home in on opponents that are onscreen.

GREEN SHELLS



Green shells only shoot straight. Set your sights on opponents directly in front of you or bank the shell off track perimeters.

MULTI-RED SHELLS



Multiple red shells are a formidable weapon. They are best used to clear the track when you're surrounded by several opponents.

MULTI-GREEN SHELLS



Fire multi-shells in succession at an angle across the track to ensure hitting your opponents.



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S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics

Nintendo 64

War Gods

Play as Exor



To play as the hidden character Exor, press Left, Down, Down, Right, Left, Up, Left, Up, Right, Down at the character select screen.

PlayStation

Norse By Norsewest:

The Return of the Lost Vikings

Level Passwords



At the password screen, enter the following passwords to skip to the level of your choice.

Level 01: NTR0	Level 17: YOVR
Level 02: 1STS	Level 18: OVAL
Level 03: 2NDS	Level 19: T1N3
Level 04: TRSH	Level 20: D4RK
Level 05: SW1M	Level 21: H4RD
Level 06: WOLF	Level 22: HRDR
Level 07: T1M3	Level 23: LOST
Level 08: K4RN	Level 24: 0B0Y
Level 09: BOMB	Level 25: HOM3
Level 10: WZRD	Level 26: SHCK
Level 11: BLKS	Level 27: TNNL
Level 12: TLPT	Level 28: H3LL
Level 13: GYSR	Level 29: 4RH
Level 14: B3SV	Level 30: B4DD
Level 15: R3T0	Level 31: D4DY
Level 16: DRNK	

PlayStation

Need For Speed 2

Hidden Vehicles, Cheats, and Additional Camera Angles



Hidden vehicles

At the password screen, enter the following passwords to access these hidden vehicles.

Army truck.....	ARMYME	Audi Quattro	QUATME
Army truck with different trailer	SNOWME	Semi truck cab.....	SEMIME
Yellow school bus	BUSME	Tram.....	TRAMME
Car with sunroof.....	BEETME	Van.....	VANME
BMW.....	BMRME	Volvo.....	VOVME
Mercedes Benz.....	BNZME	Jeep Renegade	YJME
Volkswagen Bug	BUGME	Brown wooden crate.....	CRATME
Citroen	CITME	Wooden log	LOGME
Comanche pickup truck.....	JEPME	Outhouse	OUTHME
Landcruiser	LCME	Green souvenir stand.....	STDA
White limousine.....	LIMOME	Blue souvenir stand	STDB
Mazda Miata	MAZME	Red souvenir stand.....	STDC
		T-Rex	TREXME
		Covered wagon.....	WAGOME

Hidden Cheats



At the password screen, enter the following passwords to access various hidden cheats.

Bonus car: LILZIP

Bonus track: SHOTME

Faster acceleration: POWRUP

Additional Camera Angles



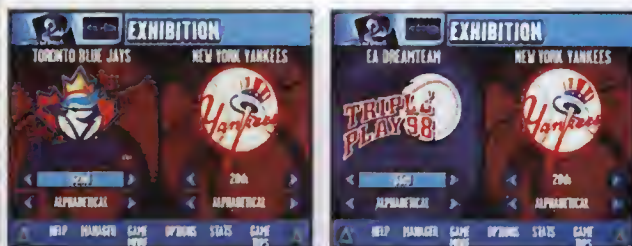
While the race is loading, simultaneously press and hold L1, L2, R1, R2, Δ, □, ○ to access additional camera angles.

PlayStation

Triple Play '98

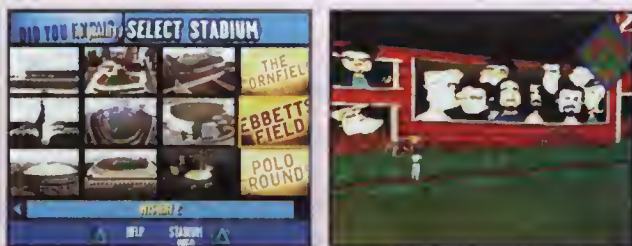
Game Cheats

Hidden Team



At the team-select screen, **press L2, R2, L2, R2, ○** to access the EA Dream Team.

Hidden Stadium



At the stadium-select screen, **press L1, R1, L1, R1, □** to access three hidden stadiums: Ebbetts Field, the corn field, and Polo Grounds.

Sound Cheats

Stadium and Crowd

To hear the announcers talk about the stadium and crowd, during gameplay, **simultaneously press and hold L1, R1, L2, and R2**. Keeping the buttons held, **press □, ○, □**.

Weather

To hear the announcers talk about the weather, during gameplay, **simultaneously press and hold L1, R1, L2, and R2**. Keeping the buttons held, **press ○, ×, ○**.

Sponsor

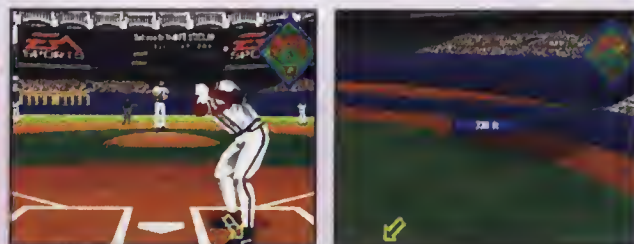
To hear the announcer talk about the sponsor, during gameplay, **simultaneously press and hold L1, R1, L2, and R2**. Keeping the buttons held, **press △, ○, △**.

Strikeout



While pitching, if the batter fails to hit your first pitch, make the next pitch strike him out. **Simultaneously press and hold L1, R1, L2, and R2**. Keeping the buttons held, **press ×, Down, ○, □, Right, Left, △, Up**.

Home Run



While at the plate, make your next hit a home run. **Simultaneously press and hold L1, R1, L2, and R2**. Keeping the buttons held, **press Up, △, Left, Right, □, ○, Down, ×**.

Cheers

To hear the crowd go wild during gameplay, **simultaneously press and hold L1, R1, L2, and R2**. Keeping the buttons held, **press Down, ×, Down, ×, △**.

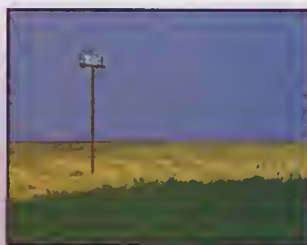
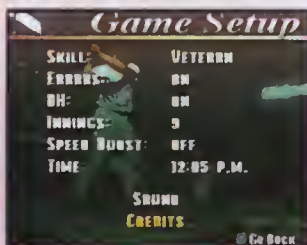
Jeers

To hear the crowd boo during gameplay, **simultaneously press and hold L1, R1, L2, and R2**. Keeping the buttons held, **press Down, ×, Down, ×, ×**.

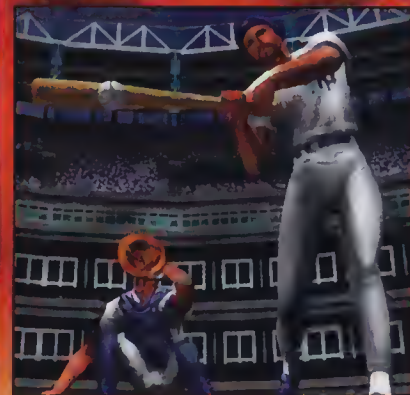
PlayStation

VR Baseball '97

Field of dreams



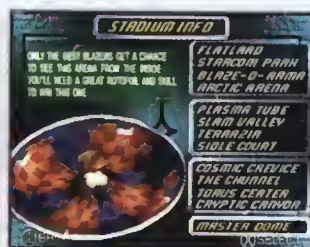
At the options screen, highlight the Credits option and **press □, ○, □, ○, △**. Start the game and you'll play in a corn field like in the movie *Field of Dreams*.



PlayStation

Ballblazer Champions

Various Cheats



Shrinking Rotofoil

At the password screen, enter the following password for a shrinking rotofoil:

× ○ × × ○ ×
× × × × × ×
× × △ △ × ×
□ × × × × □
× □ □ □ □ ×

Skip to Master Dome

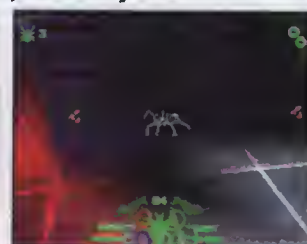
To skip to the Master Dome stadium in the tournament, set the difficulty on Easy and have one loss on your record. Enter the following password:

○ L1 L1 R1 R2 L2
× □ □ R1 R2 R1
R2 △ L2 R1 L2 ○
L2 R2 R1 × L1 R2
□ L2 R1 × R1 R1

PlayStation

Spider

Refill Power and Weapons; Small Spider



To refill your power and weapons, start a game and pause it. While the game is paused, **press** △, ×, ×, ×, ○, ×, □, △, ×, △, ○ to refill both your power and weapons.

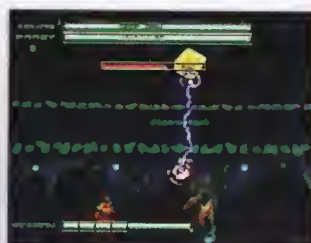
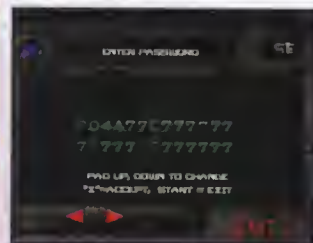


To play as a small spider, start a game and pause it. While the game is paused, **press** △, □, ○, △ to shrink your spider.

PlayStation

Iron Man/X-O Manowar in Heavy Metal

Passwords



The following password gives you full armor, weapons, boost, and 99 lives, and it takes you to the last boss in the one-player mode: **C04A7707777777777777777777**

The following password gives you full armor, weapons, boost, and 99 lives, and it takes you to the last boss in the two-player mode: **C02A77X7777777777777777777**

John Lynley
Santa Barbara, CA

PlayStation

Command and Conquer

NOD Level Passwords



At the password screen, enter the following passwords to access any level in the NOD mission disk.

Level 02: **C99FAXKW8**

Level 03: **RZNLQZ3NL**

Level 04: **W1954XWLF**

Level 05: **W15DASRS8**

Level 06: **8PH1MR53W**

Level 07: **GTJKWOJDK**

Level 08: **YKK424K3D**

Level 09: **874LCPUT4**

Level 10: **A8SHPAHXW**

Level 11: **OX3UKOP94**

Level 12: **QGUMSK2J**

Level 13: **SZP09VDSB**



PlayStation

Test Drive Off-Road

Hidden Cheats



At the Enter Name screen, enter the following passwords to gain access to these hidden cheats.

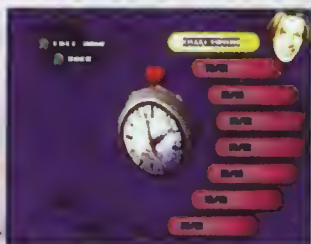
Monster truck: **BEEFY**
Hot rod: **FIFTY**
Stock car: **LOWRIDER**

4X4 buggy: **SPRINTER**
Track seven: **FRIENDLY**
All twelve tracks: **ALLTRACK**

PlayStation

TNN Motor Sports Hardcore 4x4

Hidden Game



At the select-race screen, choose Time Trial, then select Start Race. Access the Edit Names screen and enter the name **DUTCHMAN**. Return to the main menu and select Credits to discover a new game called Roids.

PlayStation

Perfect Weapon

Unlimited Health



Start a game and pause it. Simultaneously press **○**, **□**, and **Right**, then simultaneously press **R1**, **R2**, and **Left**. You'll hear a sound if you did the cheat correctly. Unpause the game, and you'll take no damage when you get into a fight.

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PlayStation

Rage Racer

Race on Backward Tracks

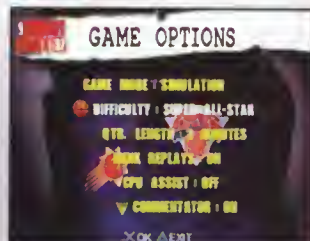
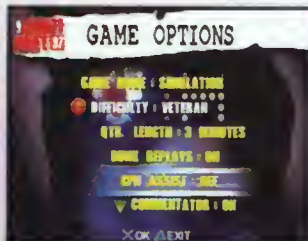


After selecting race start, simultaneously press and hold **L1**, **R1**, **Select**, and **Start** until the race.

PlayStation

NBA Shootout '97

Super All-Star Difficulty



At the Game Options screen, highlight game difficulty and press **L1**, **R1**, **L2**, **R2** to access the most difficult level in the game.

Super NES

The Lost Vikings II

Passwords



Transylvania Level

- 1-1: STRT
- 1-2: ST3W
- 1-3: K3YS
- 1-4: TRSH
- 1-5: SWIM
- 1-6: TWO!
- 1-7: TIM3

Fantasy Level

- 2-1: K4RN
- 2-2: BOMB
- 2-3: WZRD
- 2-4: BLKS
- 2-5: TLPT
- 2-6: GYSR

Pirate Level

- 3-1: B3SV
- 3-2: R3T0
- 3-3: DRNK
- 3-4: YOVR
- 3-5: OV4L
- 3-6: TIN3

Jungle Level

- 4-1: D4RK
- 4-2: H4RD
- 4-3: HRDR
- 4-4: L0ST
- 4-5: 0B0Y
- 4-6: HOM3

Future Level

- 5-1: SHCK
- 5-2: TNNL
- 5-3: H3LL
- 5-4: 4RGH
- 5-5: B4DD
- 5-6: D4DY

Saturn

Alien Trilogy

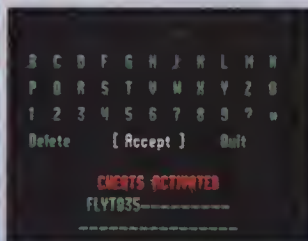
Level Skip, See the Ending



Level Skip

At the password screen, enter the password **FLYTO**, followed by a level number (0-34), to skip to any level in the game.

See the Ending



At the password screen, enter the password **FLYTO35** to see the game's ending.

PlayStation

Independence Day

Additional Options



At the main menu screen, **press Left, Right, □, ○, △, △, Down**. You then give a new options screen. To change the options, enter the following names at the Name Entry screen:
 Change plane: **MR HAPPY**
 Change city: **FOX ROX**
 Change other options: **GO POSTAL**

Saturn

Doom

All-Powerful Mode



Start a game and pause it. While the game is paused, **press Down, Y, X, Right shift, Right, Left shift, Left, B** to turn all-powerful mode on.

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INDEX OF ADVERTISERS

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Acclaim Entertainment, Inc. 2nd Cover, 1, 7	Konami 4, 5	Oscar Meyer 11	Sony Computer Entertainment. 2, 3, 63
Activision 14, 15	Malofilm Interactive 59, 61	Pandemonium 75	UBI Soft 38, 39
Funco, Inc. 73	M&M/Mars. 25	Polygram Video 21	Vic Tokai 47
Interact Accessories, Inc. 112, 3rd Cover	MGM/UA Interactive 13	Psygnosis. 19	Virgin Interactive. 35, 43
Interplay Productions. 27, 37, 45	Midway Home Entertainment, Inc. 6	Sega of America. 4th Cover, 28, 29	Working Designs. 53, 55, 57
Koei 51	Nintendo of America. 8, 9		

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Scary Larry's Can't Miss List

Nintendo 64

1. Star Fox 64
2. War Gods
3. Hexen
4. Turok: Dinosaur Hunter
5. Doom 64
6. Blast Corps
7. Mario Kart 64
8. FIFA Soccer 64
9. Wave Race 64
10. Cruis'n USA

PlayStation

1. Triple Play '98
2. VMX Racing
3. War Gods
4. All-Star Baseball '97
Featuring Frank Thomas
5. Thunder Truck Rally
6. Need for Speed II
7. Battle Arena
Toshinden 3
8. Rage Racer
9. WCW vs
The World
10. Test Drive: Off-Road

Saturn

1. Fighters Megamix
2. All-Star Baseball '97
Featuring Frank Thomas
3. Independence Day
4. Scud: The Disposable Assassin
5. Command &
Conquer
6. Tomb Raider
7. Die Hard Trilogy
8. Road Rash
9. NBA Live '97
10. World Series
Baseball II

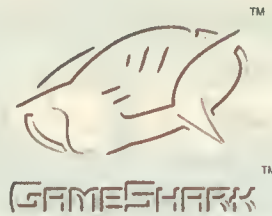
Genesis

1. World Series
Baseball '98
2. Road Rash 3
3. Jurassic Park
Rampage Edition
4. NBA Live '97
5. Scooby Doo
Adventures
6. The Simpsons:
Virtual Bart
7. ESPN Speedworld
8. Separation Anxiety
9. Triple Play Gold
10. WWF: Wrestlemania

Super NES

1. Brunswick's World
Tournament of
Champions
2. Disney's Timon
and Pumbaa's
Jungle Games
3. Ken Griffey Jr.'s
Winning Run
4. Super Mario Kart
5. Jurassic Park Part 2:
The Chaos Continues
6. Dirt Trax FX
7. Mega Man X3
8. Looney Tunes B-Ball
9. Marvel Super Heroes
10. Donkey Kong
Country 3

1. StarFox 64
Nintendo 64
2. Triple Play '98
PlayStation
3. Hexen 64
Nintendo 64
4. War Gods
Nintendo 64
5. World Series Baseball '98
Genesis
6. Ken Griffey Jr.'s
Winning Run
Super NES
7. Fighters Megamix
Saturn
8. Poy Poy
PlayStation
9. International
SuperStar Soccer 64
Nintendo 64
10. WCW vs. The World
PlayStation



Hello. Just wanted to let you in on how crazy things have been around here with the kids. Andy brought this new game-enhancer-thing home (as if those games weren't enhanced enough.) Since then, all he does is talk about these characters he runs into, mumbling something about total domination. Says this thing helps him find stuff. He thinks he's invincible, that he can do whatever he wants. Well, boys will be boys. Thank goodness, I've got Colleen.

Write back soon.

Love ya,

Muriel & Tom

Colleen ANDY.

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